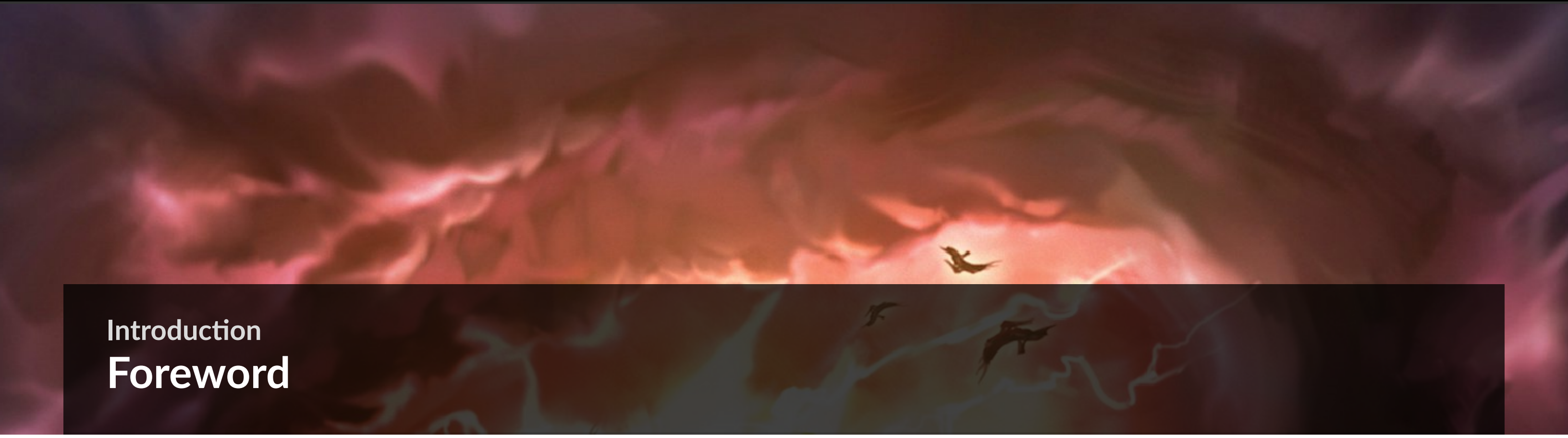


Introduction

Foreword

Hyrule Warriors has accomplished two tasks during my time playing it: 1) It has reminded me of how much I enjoy *Warriors* titles, and 2) it's given me a further appreciation of the *Zelda* series. The game is, without a doubt, a *Warriors* game through and through, but it is also completely loaded to the brim with references to many of the beloved *Legend of Zelda* games that most of us grew up with.

Nostalgic references aren't the only thing this game is packed with, however. Like any good *Warriors* game, *Hyrule Warriors* is completely bursting with content and replayability. There are so many secrets, extras, and nuanced elements to the game that I'd be surprised if anyone could do everything it has to offer in under 150 hours. I had an absolute blast trying each of the game's Warriors and weapons, challenging its massive 133-level Adventure Mode and trying to hunt down every Gold Skulltula.

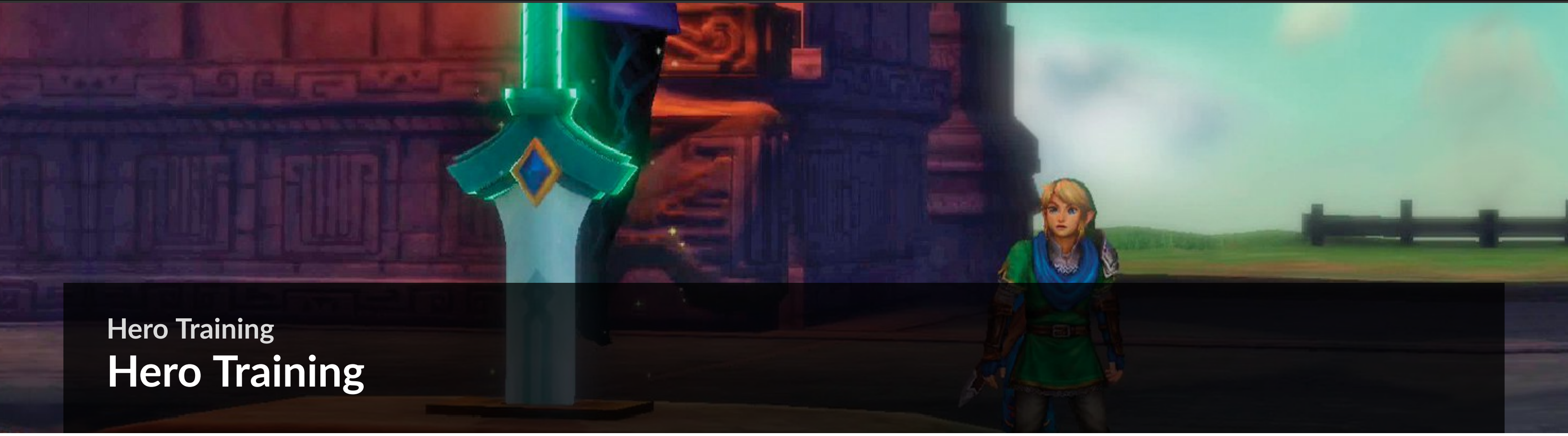
With so much content in the game, you'll certainly need a hand finding it all, especially if you hope to find everything before the sun burns out and the universe becomes a vast, empty space of nothingness once more. With the help of this guide, you'll learn about every Warrior in the game, discover how to unlock them, and get tips for how to use each one effectively in combat. This guide also gives information on how to unlock every weapon, Heart Container, Piece of Heart, and Gold Skulltula.

There is a lot to do in *Hyrule Warriors*, and even with our help it's going to take you a long time. If you're the kind of person who always considers the length of a game versus its cost, then you just hit the jackpot. I hope you cleared your schedule for the next few months because if you're hoping to do everything, you're going to be busy for quite some time.

Lastly, I hope you find the game as enjoyable as I did, and I hope you find this guide an effective tool for completing the game and finding all of its unlockables.

—Garitt Rocha

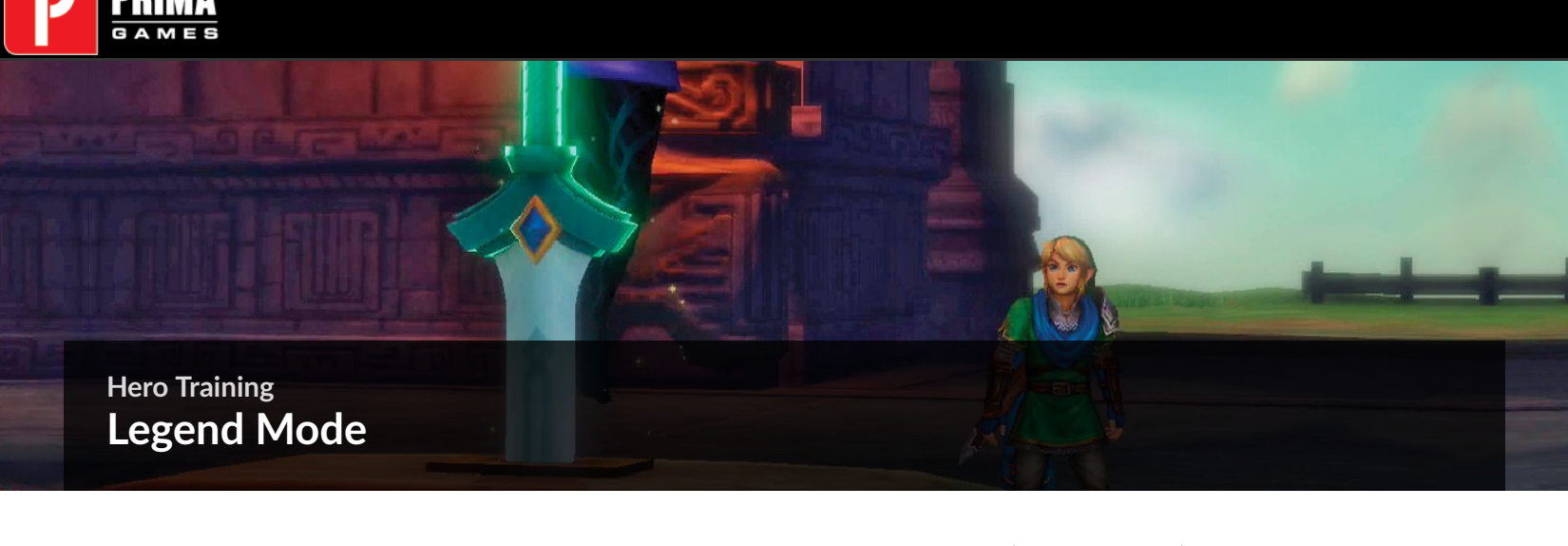
(The Mysterious Fourteenth Warrior and Strategy Guide Author)



Hero Training

Hero Training

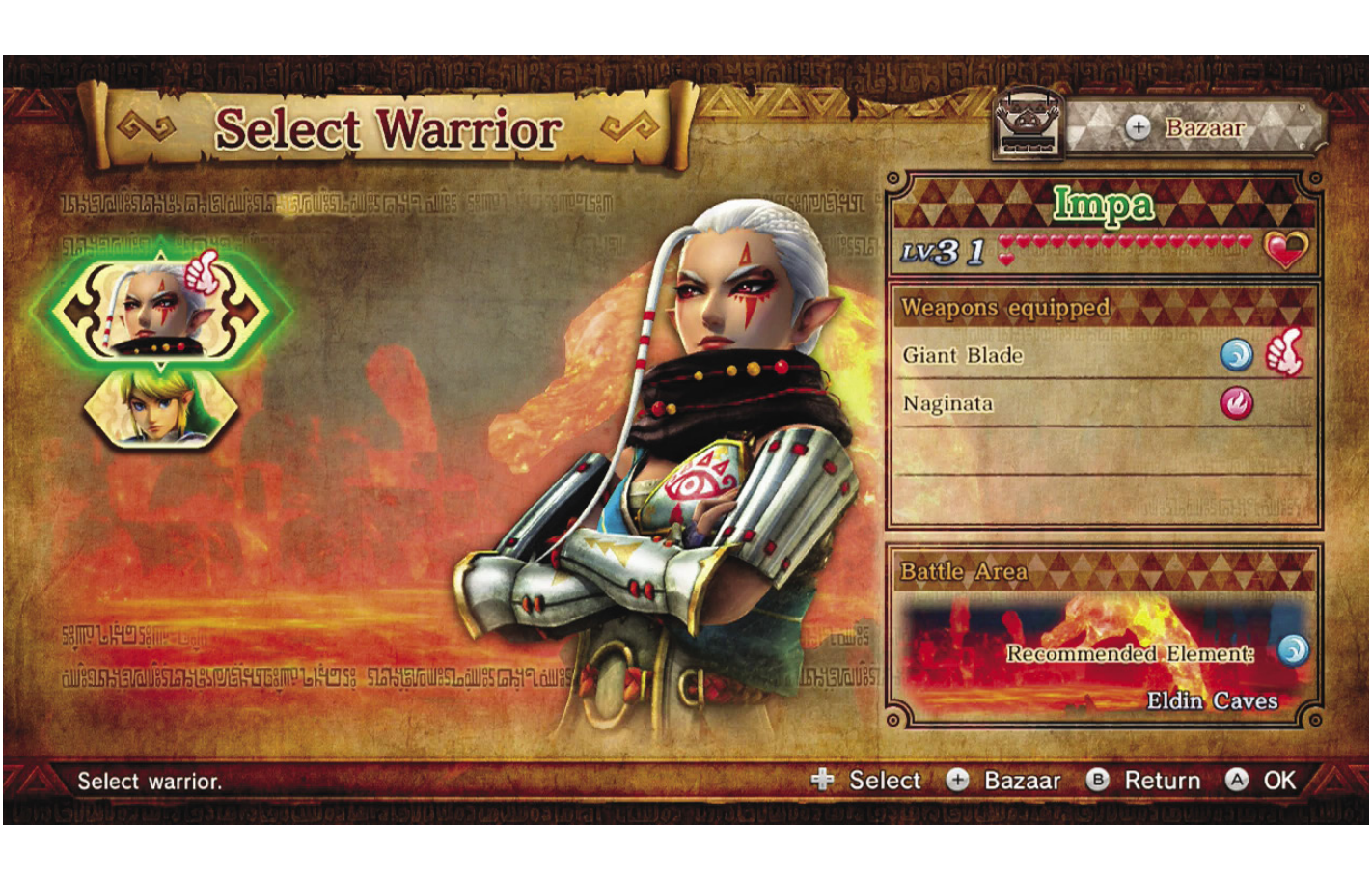
A hero who has never held a sword before going into battle is monster food in the making. Luckily, we have everything you need to get you up to speed before you rush off to challenge Wizzro, Cia, and their evil minions. By the time you're done reading this section, you'll be able to go toe-to-toe with the Hero of Time himself—and you will.



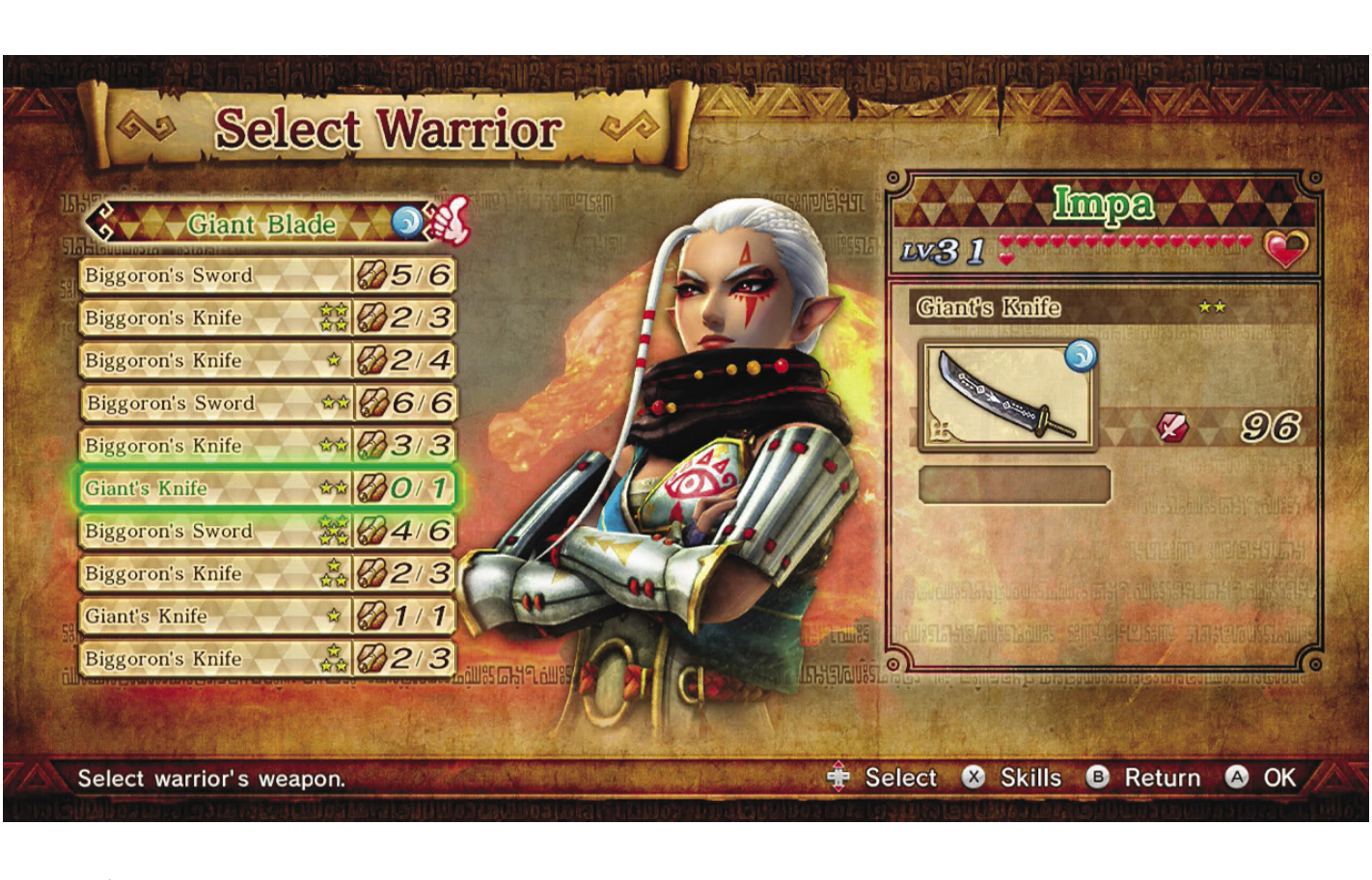
Hero Training

Legend Mode

This could be classified as the main game mode of Hyrule Warriors, as it is where you'll find the game's story and unlock most of the playable characters. Legend Mode plays out like a traditional video game: Play a Scenario to unlock another Scenario and progress the story. As you continue to play through each of the Scenario, you'll unlock more Warriors to play with. Each Scenario can be played only by the specific characters listed below the Scenario's image on the Scenario details section on the right side of the screen.

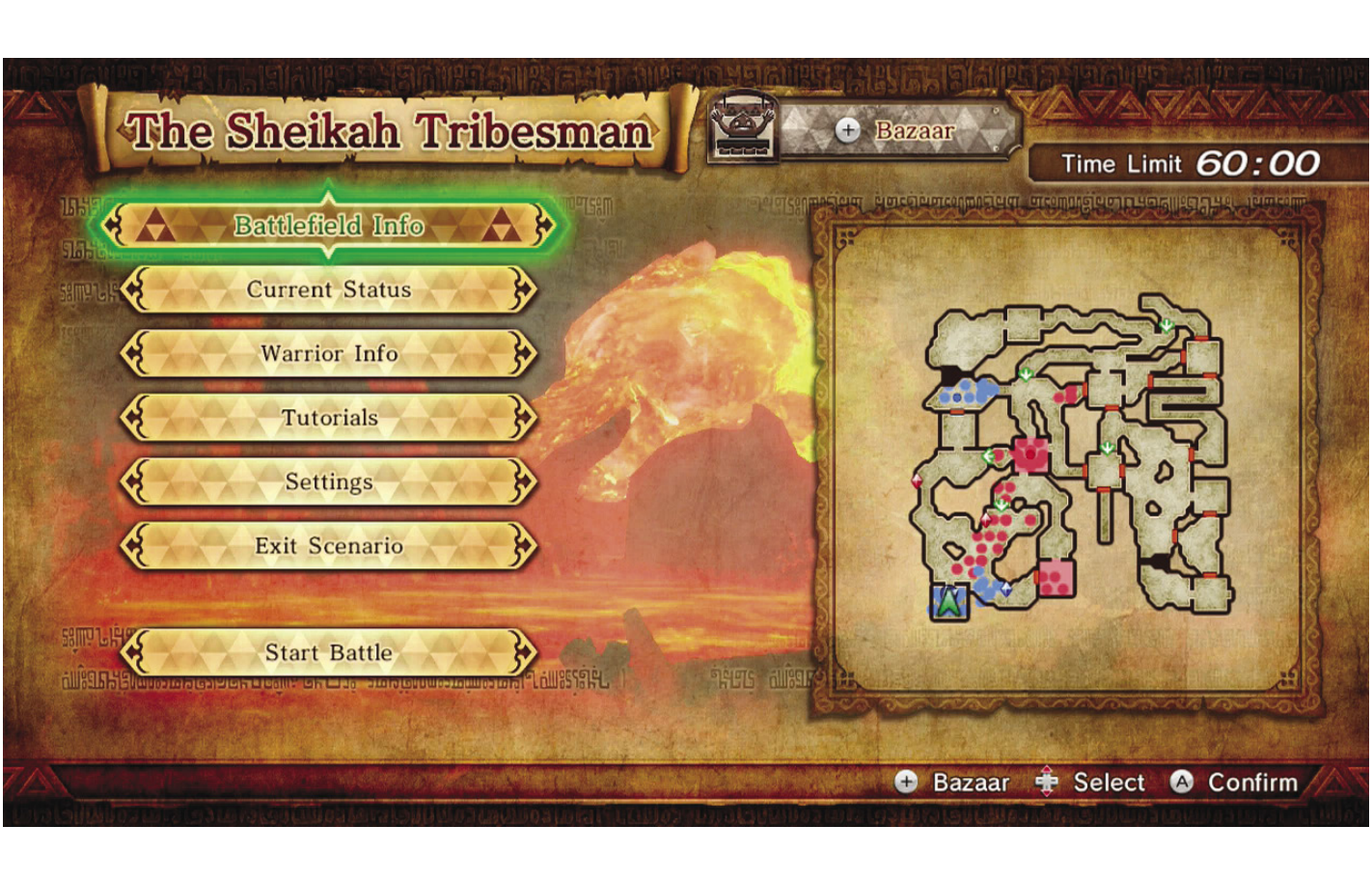

Select Warrior
Bazaar
Impa
LV31
Weapons equipped
Giant Blade
Naginata
Battle Area
Recommended Element:
Eldin Caves
Select warrior.
Select
Bazaar
Return
OK

Before you start the mission you're taken to the Warrior selection screen, where you'll be able to choose one of the available playable characters to take into the level. The thumbs-up icon is there to let you know the best Warrior and weapon to bring to battle for this specific stage. You are free to go against the grain and choose a character and/or weapon you enjoy using more, if the suggested character is not to your liking.


Select Warrior
Giant Blade
Biggoron's Sword 5/6
Biggoron's Knife 2/3
Biggoron's Knife 2/4
Biggoron's Sword 6/6
Biggoron's Knife 3/3
Giant's Knife 0/1
Biggoron's Sword 4/6
Biggoron's Knife 2/3
Giant's Knife 1/1
Biggoron's Knife 2/3
Impa
LV31
Giant's Knife
96
Select warrior's weapon.
Select
Skills
Return
OK

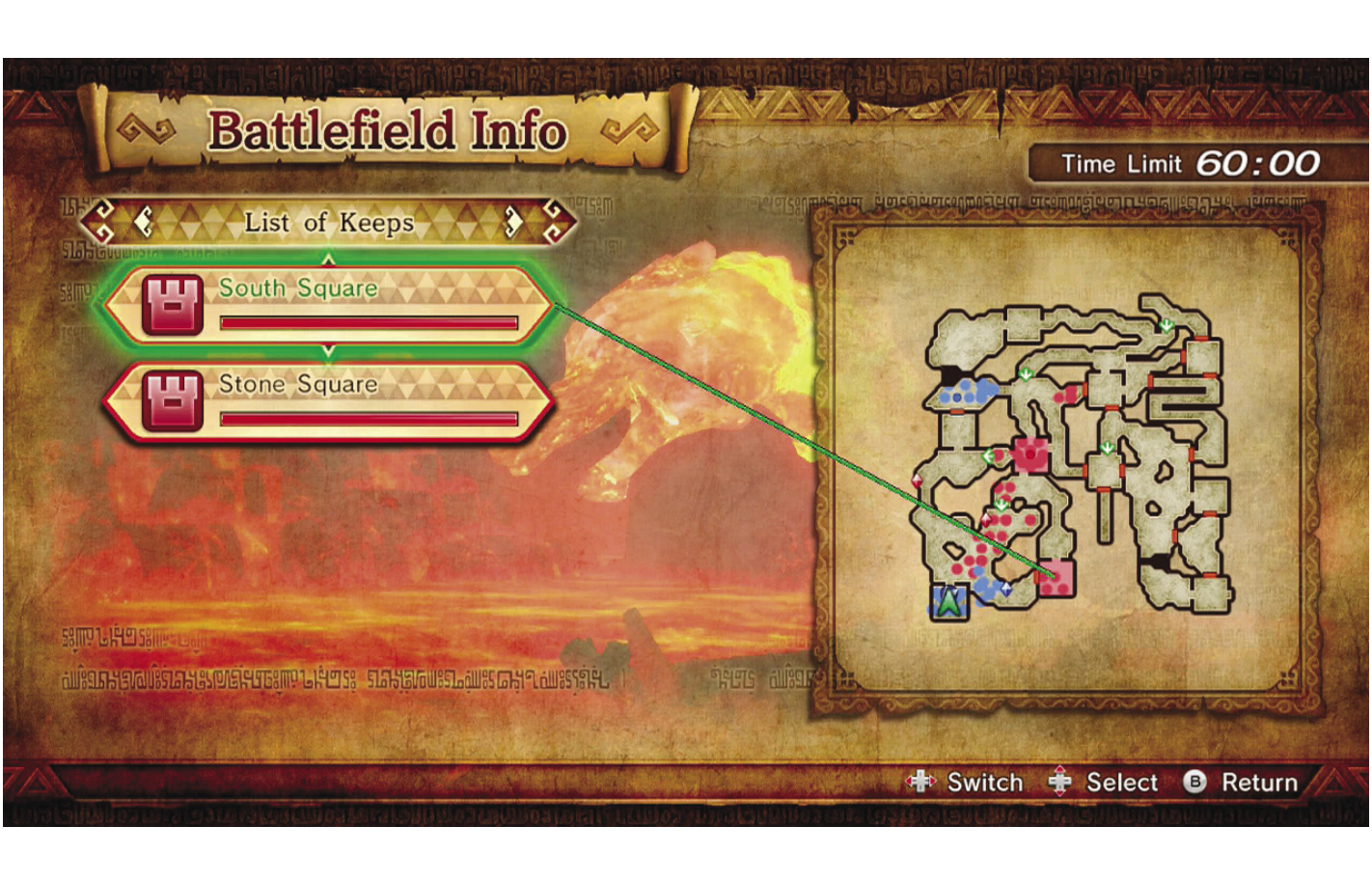
Once you've selected your hero, you move onto the weapon type selection screen. Here you select from any of the weapon types you've unlocked, which will move you over to the weapon selection screen. On the weapon selection screen, you choose one of 10 weapons, depending on whether you've found that many during your time playing the game. Each weapon can have a number of skills attached to it that add different effects to that weapon. Some skills increase your Strong Attack power in various ways, while others make finding Materials, Rupees and other weapons easier.

Scenario Information


The Sheikah Tribesman
Bazaar
Time Limit 60:00
Battlefield Info
Current Status
Warrior Info
Tutorials
Settings
Exit Scenario
Start Battle
Bazaar
Select
Confirm

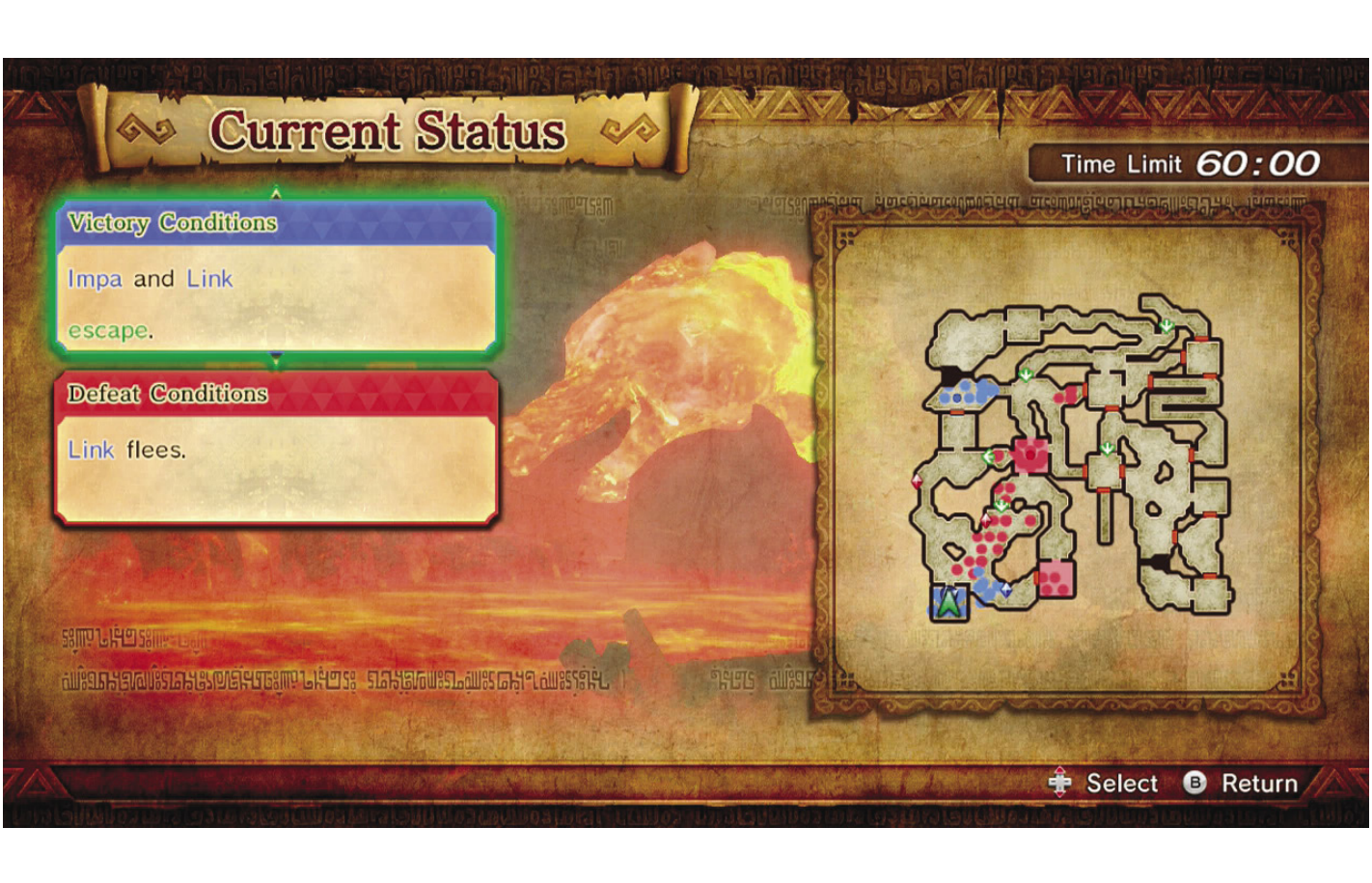
Once you've selected your weapon, you're be ushered to the Scenario Information screen, where you can look at your victory and defeat conditions, map, and other informative bits about the battle.

Battlefield Info


Battlefield Info
Time Limit 60:00
List of Keeps
South Square
Stone Square
Switch
Select
Return

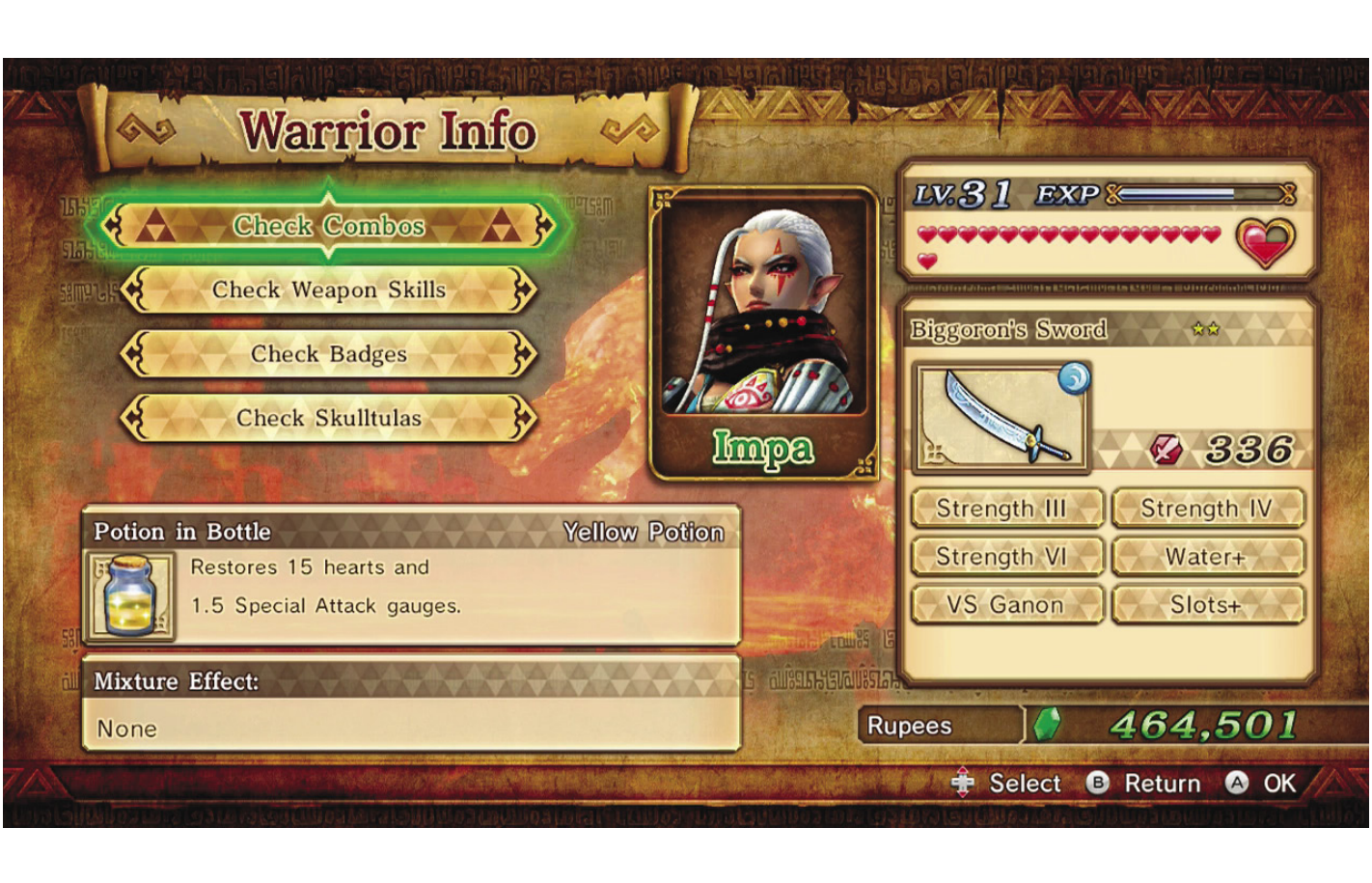
This is almost certainly the most important option on this screen, as it lets you see where your allies and enemies are, but even better, it allows you to see the name and location of each Keep on the map. We refer to Keeps by name a lot in this guide, so knowing how to view this information is vital to your success.

Current Status


Current Status
Time Limit 60:00
Victory Conditions
Impa and Link escape.
Defeat Conditions
Link flees.
Select
Return

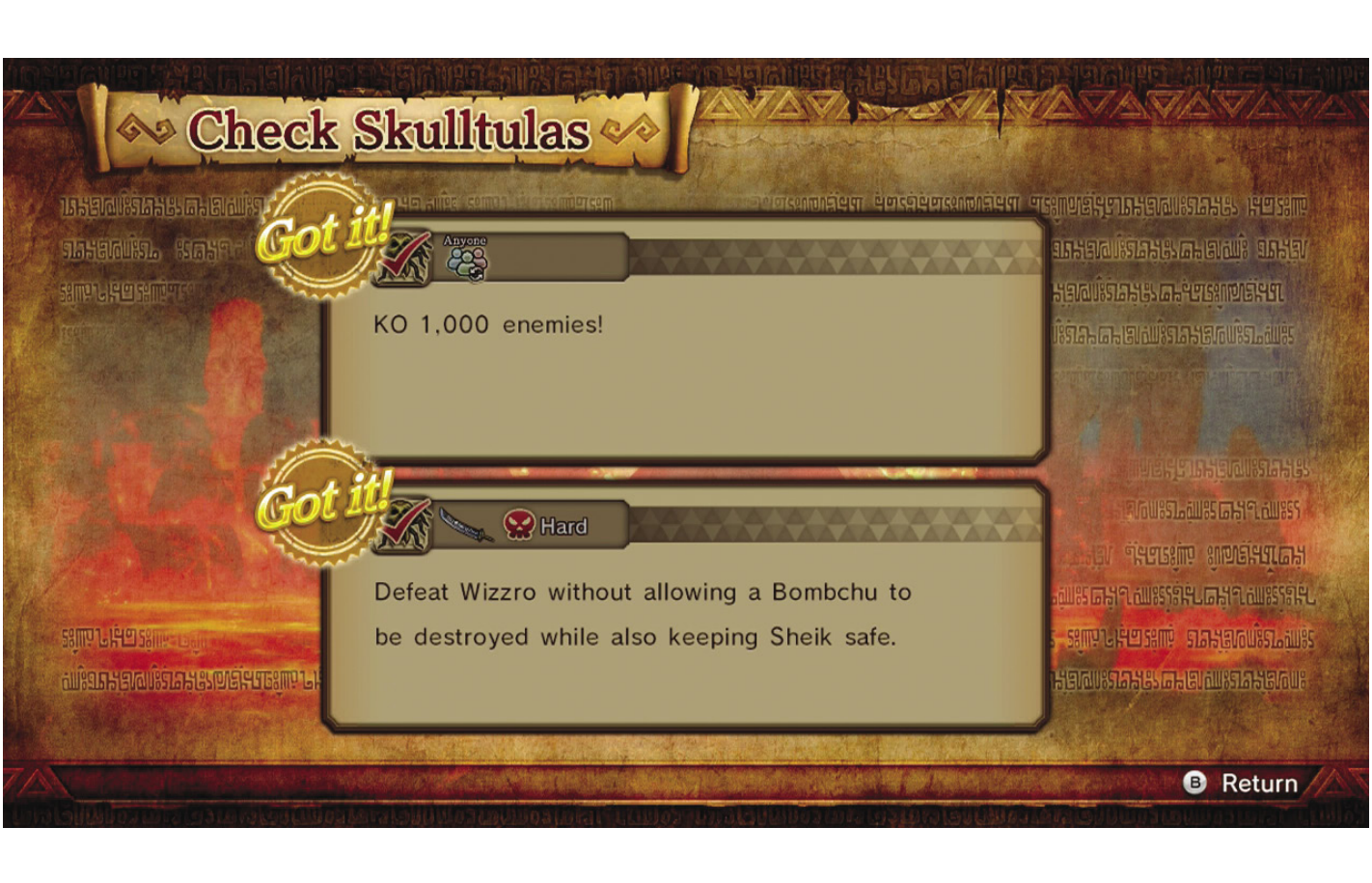
This section allows you to check your current victory and defeat conditions for the battle. More specifically, this is what you need to do to win the Scenario, and what you want to avoid if you don't want to fail the battle.

Warrior Info


Warrior Info
Check Combos
Check Weapon Skills
Check Badges
Check Skulltulas
Impa
LV31 EXP
Biggoron's Sword
336
Strength III
Strength IV
Strength VI
Water+
VS Ganon
Slots+
Potion in Bottle
Yellow Potion
Restores 15 hearts and 1.5 Special Attack gauges.
Mixture Effect:
None
Rupees
464,501
Select
Return
OK

Warrior Info is a submenu of information about your current Warrior and his or her weapon Combos, the Badges being used, and Weapon Skills their weapons have, and the requirements for getting the Skulltulas in a Scenario (if there are any). The most important menu option here is the Skulltulas; the other information is more for reference if you can't remember how to do a certain Combo or what Weapon Skills you currently have equipped.

Skulltulas


Check Skulltulas
Got it!
Anyone
KO 1,000 enemies!
Got it!
Hard
Defeat Wizzro without allowing a Bombchu to be destroyed while also keeping Sheik safe.
Return

Check Skulltulas is another incredibly important option in the Scenario Information menus. Skulltulas are the spider-like creatures with golden skulls for carapaces. There are 100 in the game and let us tell you, getting all 100 is an incredible challenge. Check Skulltulas gives you information on the Skulltulas hidden in a Scenario and how to get them to appear. Check this menu whenever you're in a Scenario that has Skulltulas to figure out exactly how to find them. Trust us: You'll be glad you did.

The Tutorials and Settings options allow you to read up on some aspects of the game if you're having a hard time remembering, and also allow you to change some simple settings, the same as you would on the games Main menu of the game.

Basics of Combat

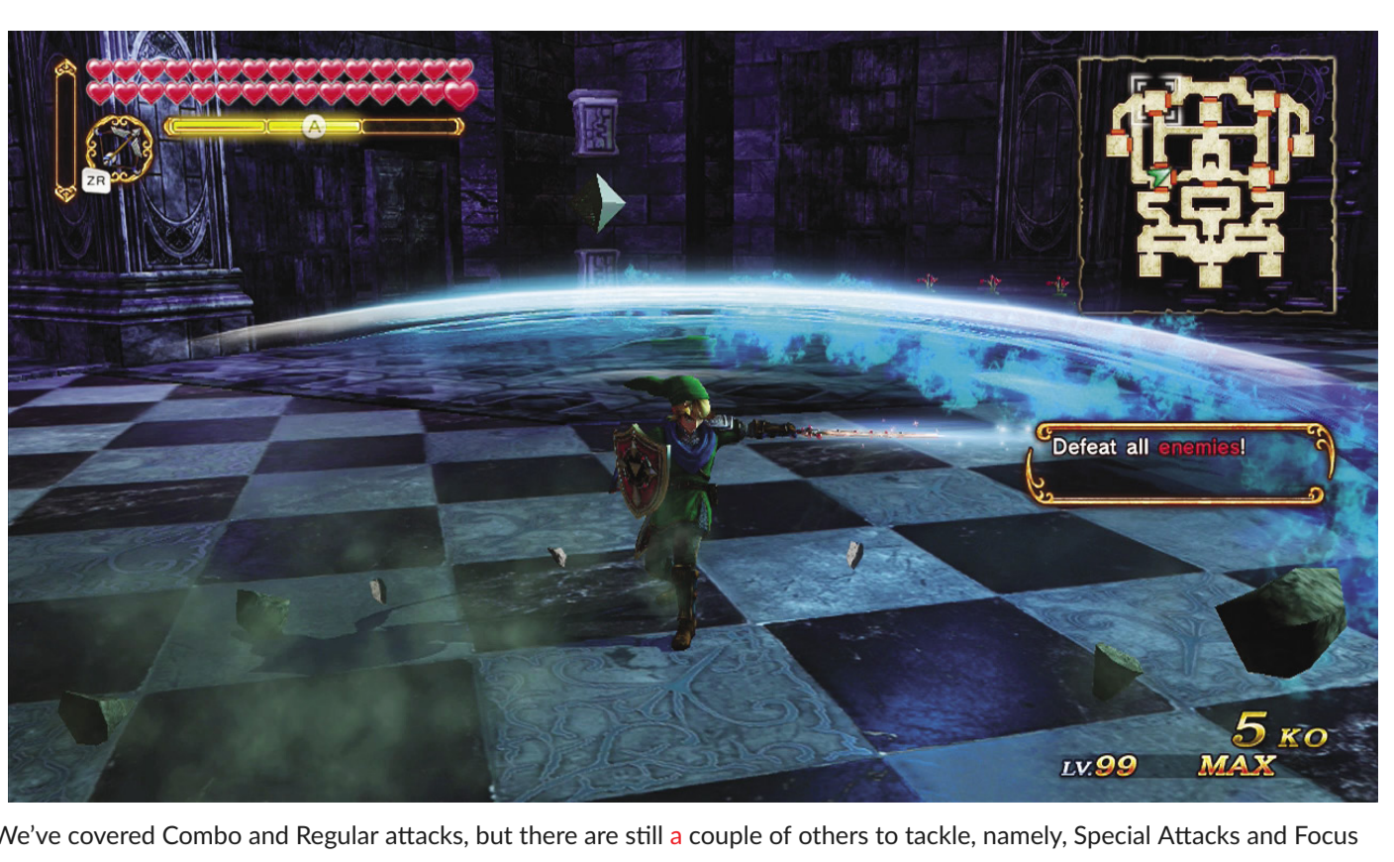
Combat in *Hyrule Warriors* is a pretty straightforward affair. Use the Ⓛ analog stick to move your Warrior and press Ⓨ and Ⓧ (Ⓑ and Ⓨ in Zelda Style) to attack. There is a bit more to attacking, but we'll get to that in just a moment. The overall goal of *Hyrule Warriors* is to attack enemies while completing missions as they appear on the screen, and try not to get hit. It'll take some getting used to, but if ever you see an enemy raise its weapon in attack, you can press Ⓑ (Ⓐ in Zelda Style) to roll out of the way of its swing. Get used to using Ⓑ, because it's a move that's going to get you out of a lot of trouble and its usefulness just gets greater as you play through the game. To further the Ⓑ button's usefulness, you can make your Warrior run if you press and hold Ⓑ for a few seconds. This is absolutely essential to getting around the map with ease.

Regular and Combo Attacks

Now on to combat; it's a little bit trickier than we made it sound. While most of combat is managed with the Ⓨ and Ⓧ (Ⓑ and Ⓨ in Zelda Style) buttons, the trick is learning which does what and, more importantly, how to use them together. Pressing Ⓨ (Ⓑ in Zelda Style) will perform a Regular Attack, that is, a simple swing with your weapon that is, more often than not, speedy and easy to use, but has limited range and isn't very powerful. You use this attack more for building up your Special Attack Meter and for cutting through foes when you're limited on other options. That's not to say that you shouldn't use it. In fact, Regular Attacks are your bread and butter. They don't take much time to use, don't use your Special Attack Meter, and they're necessary for creating Combo Attacks. Pressing Ⓧ (Ⓨ in Zelda Style) will perform a Strong Attack, a unique Warrior and weapon-specific move that varies greatly between each Warrior. Combining the two buttons will create a Combo Attack, an often devastating attack that is used for taking out large groups of enemies or doing a good bit of damage to enemy Warriors when Regular Attacks just aren't cutting it. Try varying these attacks to see which Combo Attacks do what. For more info on Combo Attacks, open the Scenario Information screen with ⊕, head to Warrior Info, and click Check Combos to see a list of everything your equipped weapon can do.

Special Attacks

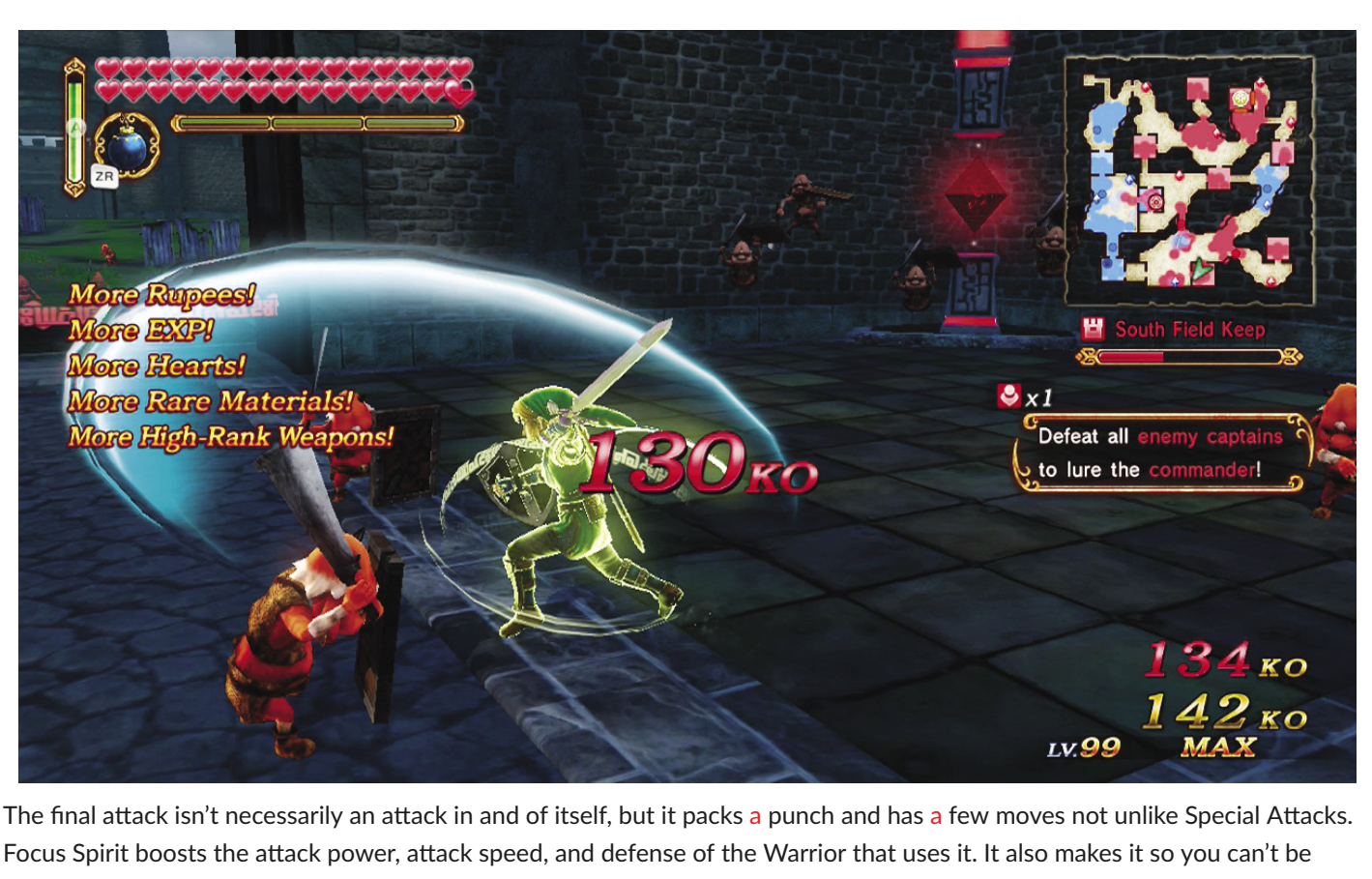
Defeat all enemies!
5 KO
LV.99
MAX


Defeat all enemies!
5 KO
LV.99
MAX

We've covered Combo and Regular attacks, but there are still a couple of others to tackle, namely, Special Attacks and Focus Spirit. Special Attacks are moves that can be used only after filling at least one bar of your Special Attack Meter. Once you've achieved that, press Ⓐ (Ⓧ in Zelda Style) to activate a Special Attacks. Like any other attack, Special Attacks are specific to the weapon being used. They are often the most powerful attack in your arsenal and are even better at damaging foes and clearing out enemies than Combo Attacks. You fill your Special Attack Meter by attacking enemies with Regular and Combo Attacks and by picking up Triforce Pieces from enemy Captains, Jars, and tufts of grass.

Focus Spirit

x3
Defeat all enemy captains to lure the commander!
0 KO
LV.99
MAX


More Rupees!
More EXP!
More Hearts!
More Rare Materials!
More High-Rank Weapons!
130 KO
South Field Keep
x1
Defeat all enemy captains to lure the commander!
134 KO
142 KO
LV.99
MAX

The final attack isn't necessarily an attack in and of itself, but it packs a punch and has a few moves not unlike Special Attacks. Focus Spirit boosts the attack power, attack speed, and defense of the Warrior that uses it. It also makes it so you can't be staggered when hit (though, you can still be knocked in the air by a particularly strong attack) and allows you to break the guard of your enemies if you just keep attacking with Regular Attacks. You are also given rewards based on how many enemies you defeat while Focus Spirit is active, and your Focus Spirit Meter will continue to increase slightly as you reach those rewards. To activate Focus Spirit, you must first fill the Meter by collecting Magic Jars from enemy drops, breakable green Jars, and tufts of grass. Once it's full, hit the R button and Focus Spirit will activate and remain active until the Focus Spirit Meter in the top-left corner of the screen depletes. When it depletes, your Warrior will perform a powerful attack with a very wide range, not unlike a Special Attack. You can also have your Warrior perform a completely different Focus Spirit Attack by pressing Ⓐ (Ⓧ in Zelda Style), but be warned: This will end your Focus Spirit prematurely. The great benefit to ending your Focus Spirit with that particular attack is that it will reveal the Weak Point Mark of almost any enemy Warrior, Captain, or Giant Boss. All in all, Focus Spirit is incredibly useful, but because you need to fill the Meter with a particular type of item, it can be very difficult to use it more than once or twice a battle, so use it wisely! And make sure to mainly use it for normal enemies; you won't get a lot out of Focus Spirit when using it against an enemy Warrior or Giant Boss, unless you use Ⓐ (Ⓧ in Zelda Style) to reveal their Weak Point Mark.

Focus Spirit Rewards

The rewards you receive while in Focus Spirit are totally dependent on how many enemy KOs you get. The following is list of all the rewards you receive while Focus Spirit is active and how many KOs you need to get them:

25 KOs: More Rupees!

50 KOs: More EXP!

75 KOs: More Hearts!

100 KOs: More Rare Materials!

130 KOs: More High-Rank Weapons!

Guarding

Darknut
x1
Defeat all enemy captains to lure the commander!
278 KO
LV.99
MAX

There is one more very important technique that you can use in combat: guarding. Guarding is the act of holding ZL to, well, guard! This is an extremely important technique when it comes to taking on Giant Bosses, enemy Warriors, and Captains. Aside from being able to deflect damage from enemy attacks, guarding while challenging an enemy Warrior will almost always get them to perform a move that will reveal their Weak Point Mark (more on Weak Point Marks in a moment). Enemy Warriors tend to have a good bit of health, so being able to perform a Weak Point Smash by depleting their Weak Point Mark is incredibly handy, especially if you're in a bind and need to defeat an enemy Warrior swiftly (which you will have to do frequently). It can be easy to forget that you can guard in the game, but do your best to log it away in your brain for future use; you'll thank us for it.

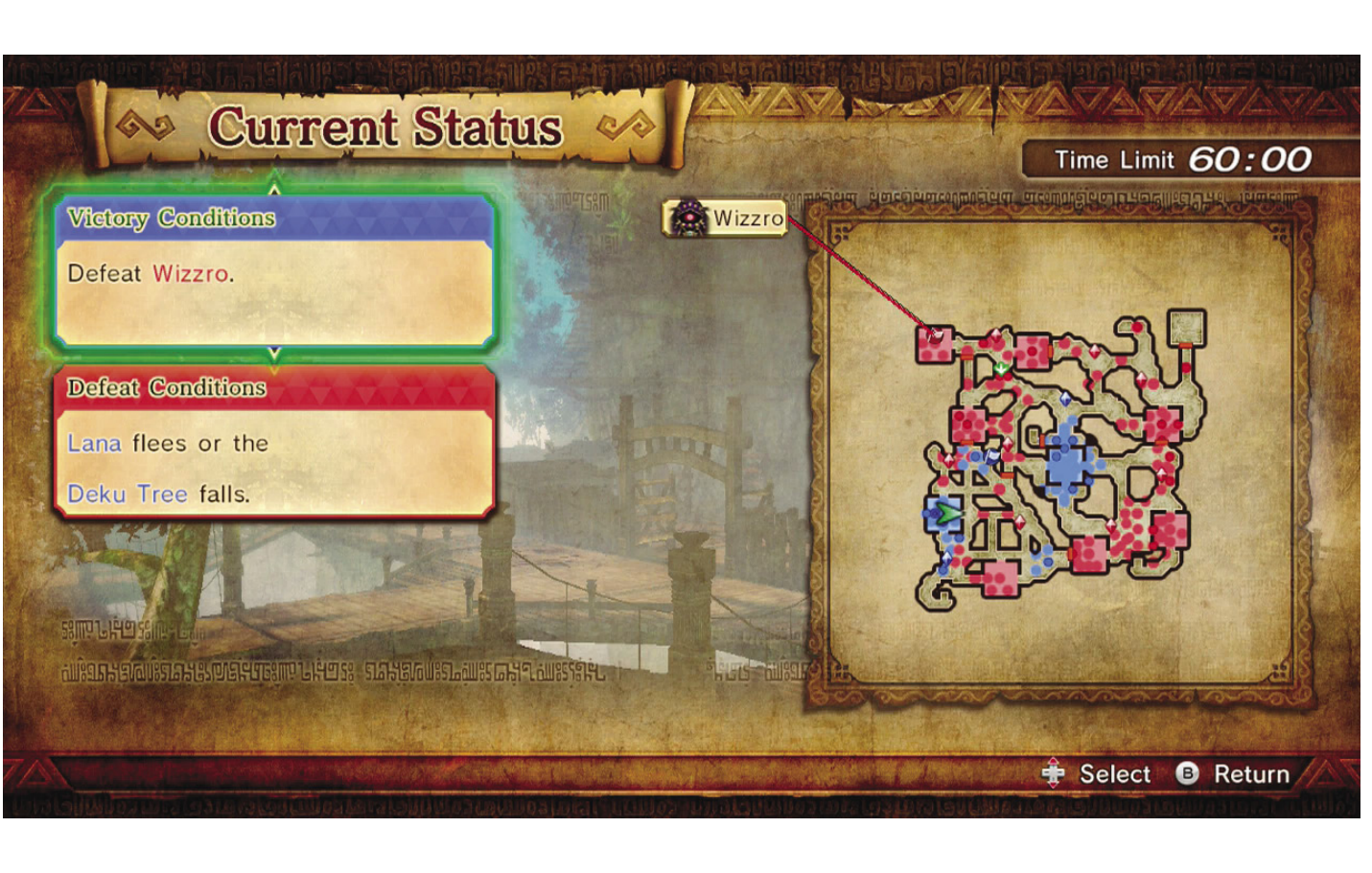
Baddies and How to Beat Them

Darknut
x1
Defeat all enemy captains to lure the commander!
278 KO
LV.99
MAX

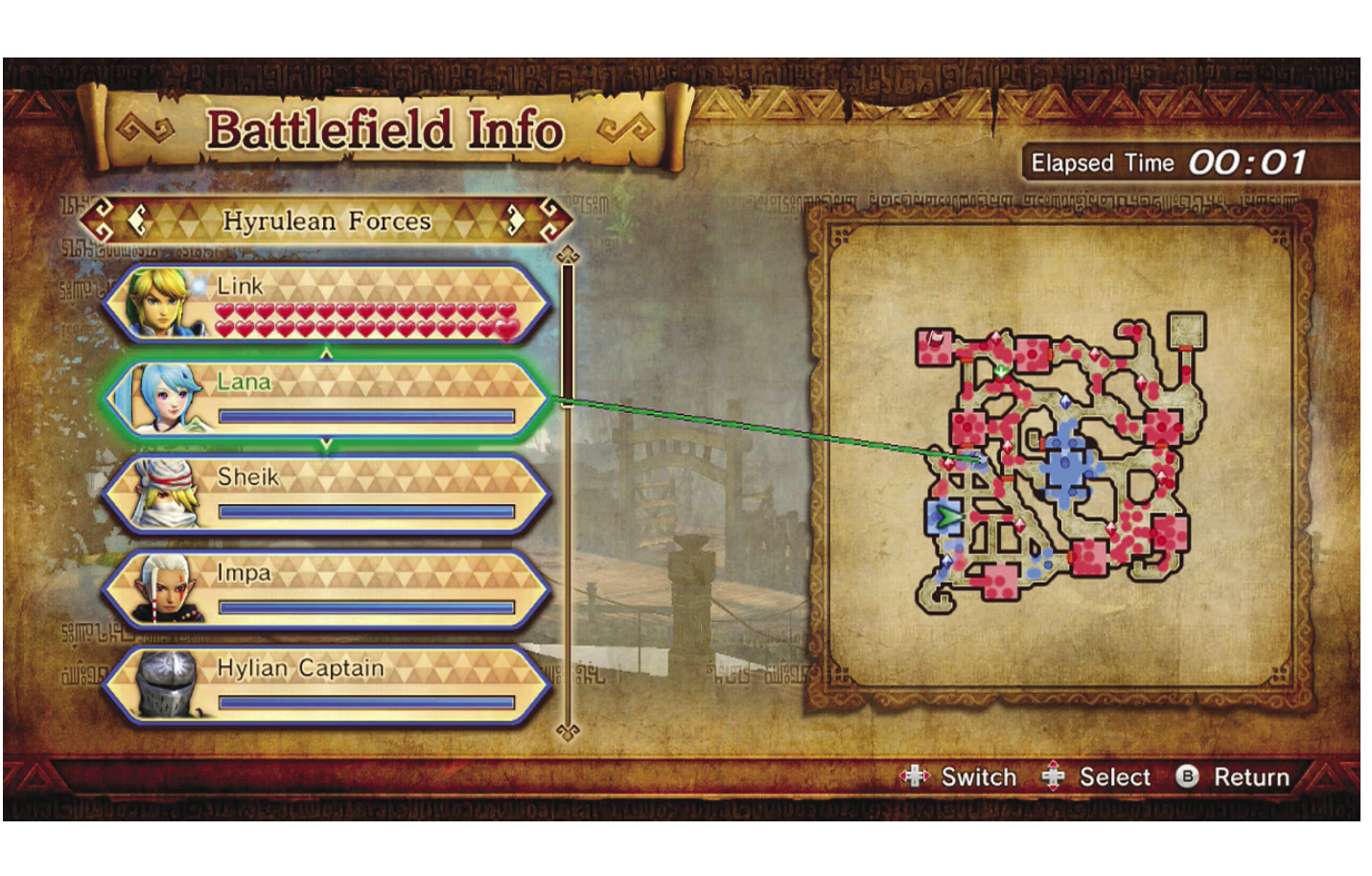
There are a variety of enemies to face off with in *Hyrule Warriors*: normal soldiers, Captains, Warriors, and Giant Bosses. Every enemy you encounter—with the exception of normal soldiers—has a Weak Point Mark. What's a Weak Point Mark, you ask? It's the single most important element to defeating enemies in the game. When specific attacks are performed, from either you or your enemy, a hexagon will appear above the enemy's head for a short period of time. This is your chance to strike! Every attack you do will deplete their Weak Point Mark little by little. Once the Mark is completely depleted, you'll perform a Weak Point Smash: a devastating attack that, more often than not, deals more damage than any other move in the game. Make a point to deplete Weak Point Marks as quickly as possible.

The Flow of Battle

The general goal of almost every Scenario in the game is to take Keeps, defeat enemies, and protect the Allied Base and an allied Warrior. Missions will pop up from time to time to give you specific objectives to progress the Scenario, and failing them can cause you to fail the entire battle. There are a few things you want to always be on the lookout for when completing Scenarios. Here are a few guidelines to follow:


Current Status
Time Limit 60:00
Victory Conditions
Defeat Wizzro.
Defeat Conditions
Lana flees or the Deku Tree falls.
Wizzro
Select
Return

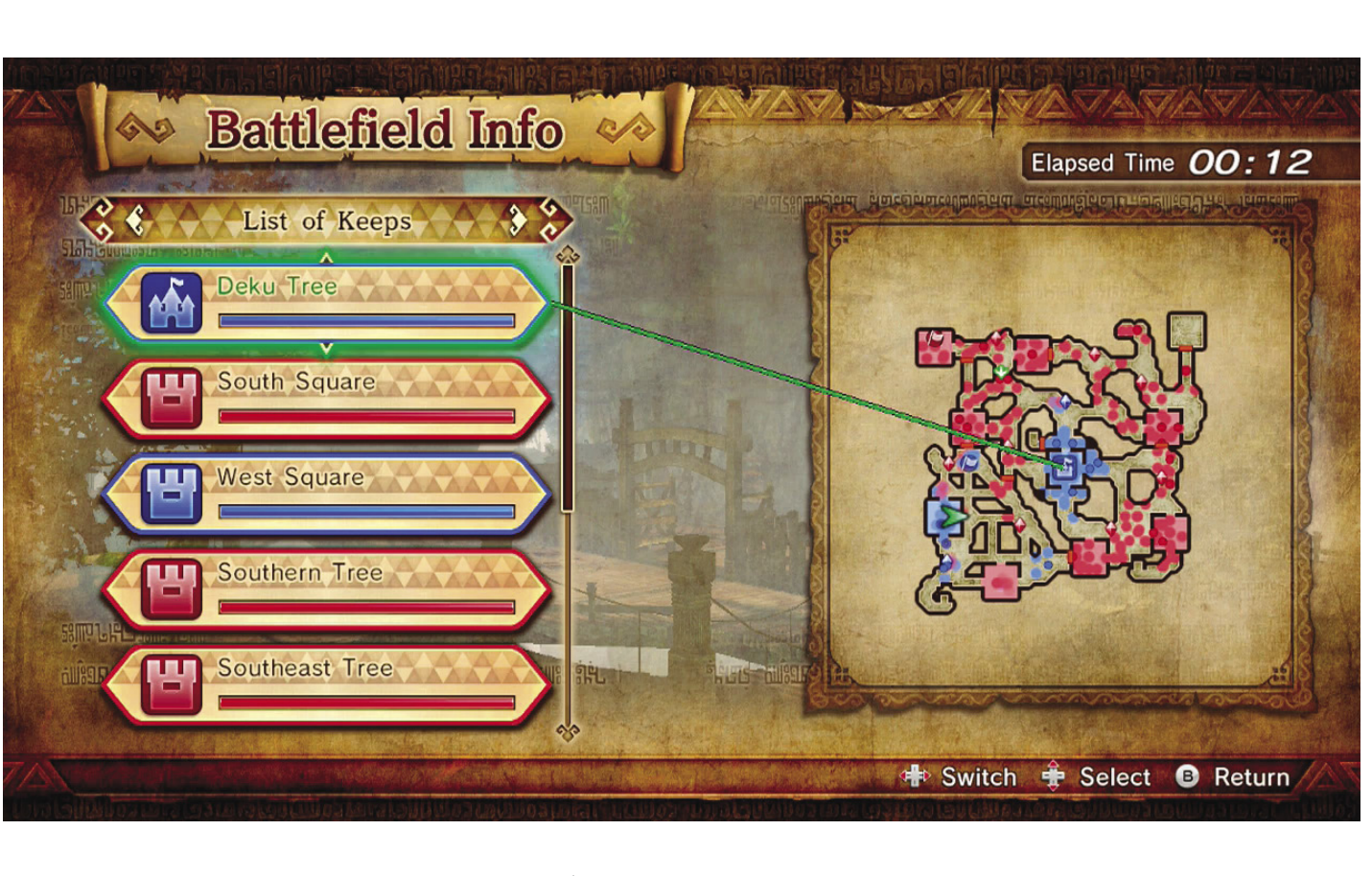
Always read the Victory and Defeat Conditions at the Scenario Information Screen that appears before you officially start the battle.


Battlefield Info
Elapsed Time 00:01
Hyrulean Forces
Link
Lana
Sheik
Impa
Hylian Captain
Switch
Select
Return

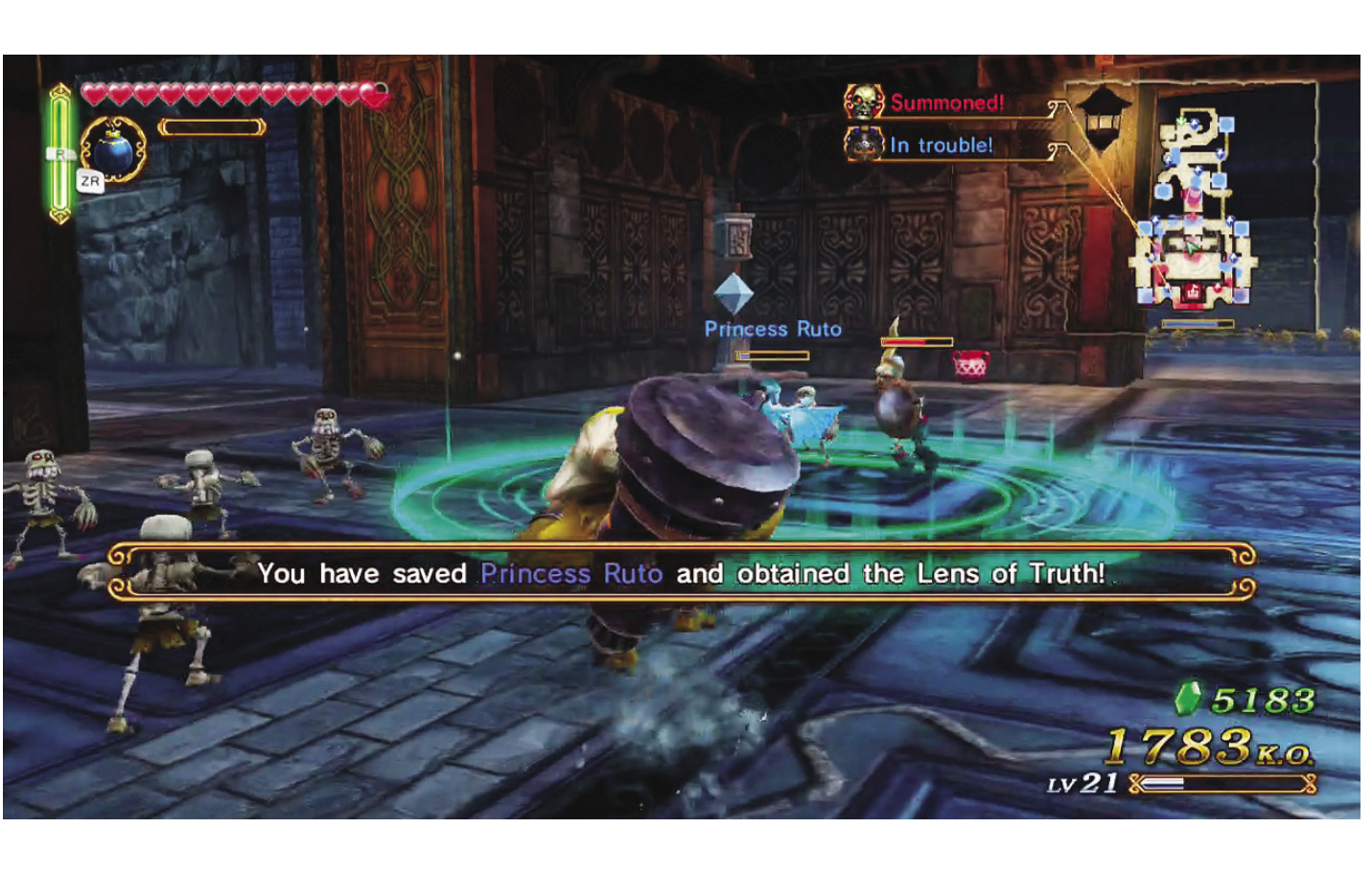
Make sure to use the Battlefield Info screen to see where your allies are, especially the one that needs to be prevented from fleeing.

West Square
Wizzro
Scatter those Hyrulean pests! Exterminate them!
0 KO
LV99
MAX

Always make a point to defeat any enemies with a Health Bar if you are not pressed for time. While traveling around the battlefield to complete missions, you'll undoubtedly encounter lots of enemies with Health Bars. While normal enemy soldiers will struggle to do anything of significance to your allies, even minor enemies with Health Bars can tip the scales of a battle out of your favor if you're not around. Defeat Captains, Warriors, and anything else with a Health Bar to maintain a firm grasp of the field and to keep yourself from having to race over to the other side of the map to rescue allies while in the middle of a mission.


Battlefield Info
Elapsed Time 00:12
List of Keeps
Deku Tree
South Square
West Square
Southern Tree
Southeast Tree
Switch
Select
Return

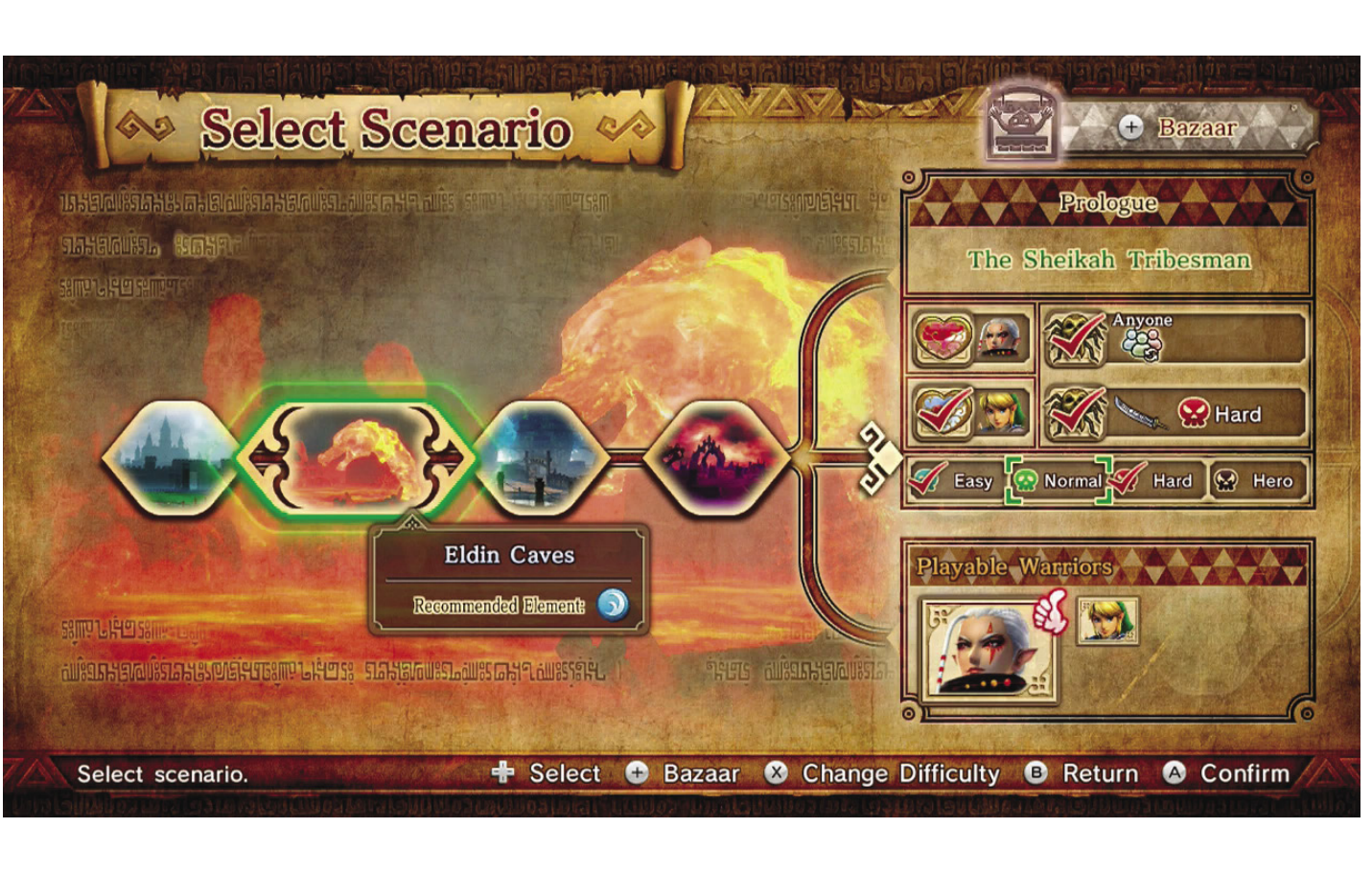
Regularly check on the Allied Base to make sure it isn't full of enemy Captains. Captains can be sneaky and slip right into the Allied Base without your noticing. If left alone, they can caused a ton of damage to the Allied Base, which will give you a tremendous amount of trouble later in a Scenario, if they don't outright capture it first. If you see any red or yellow circles inside the Allied Base, race over there and clear it of enemy Captains immediately.


Summoned!
In trouble!
Princess Ruto
You have saved Princess Ruto and obtained the Lens of Truth!
5183
1783 K.O.
LV21

The last tip we can give you is about healing your allies if they are weakened. You can heal any allied Warrior or Captain if their Health Bar drops to around a third by walking into the green rings that encircle them when their health gets that low. Entering the green circle fills your allies' Health Bar completely and keeps them from fleeing the battlefield—an invaluable tool when the one in danger is the one that will cause the Scenario to fail if they flee.

Treasure Chests

Treasure chests in *Hyrule Warriors* are a lot like treasure chests in other *Legend of Zelda* titles, in that they almost always contain a rare item or Rupees. Here are some important aspects about Treasure Chests so you can get the most out of this game.


Select Scenario
Bazaar
Prologue
The Sheikah Tribesman
Anyone
Hard
Easy
Normal
Hard
Hero
Eldin Caves
Recommended Element:
Playable Warriors
Select scenario.
Select
Bazaar
Change Difficulty
Return
Confirm

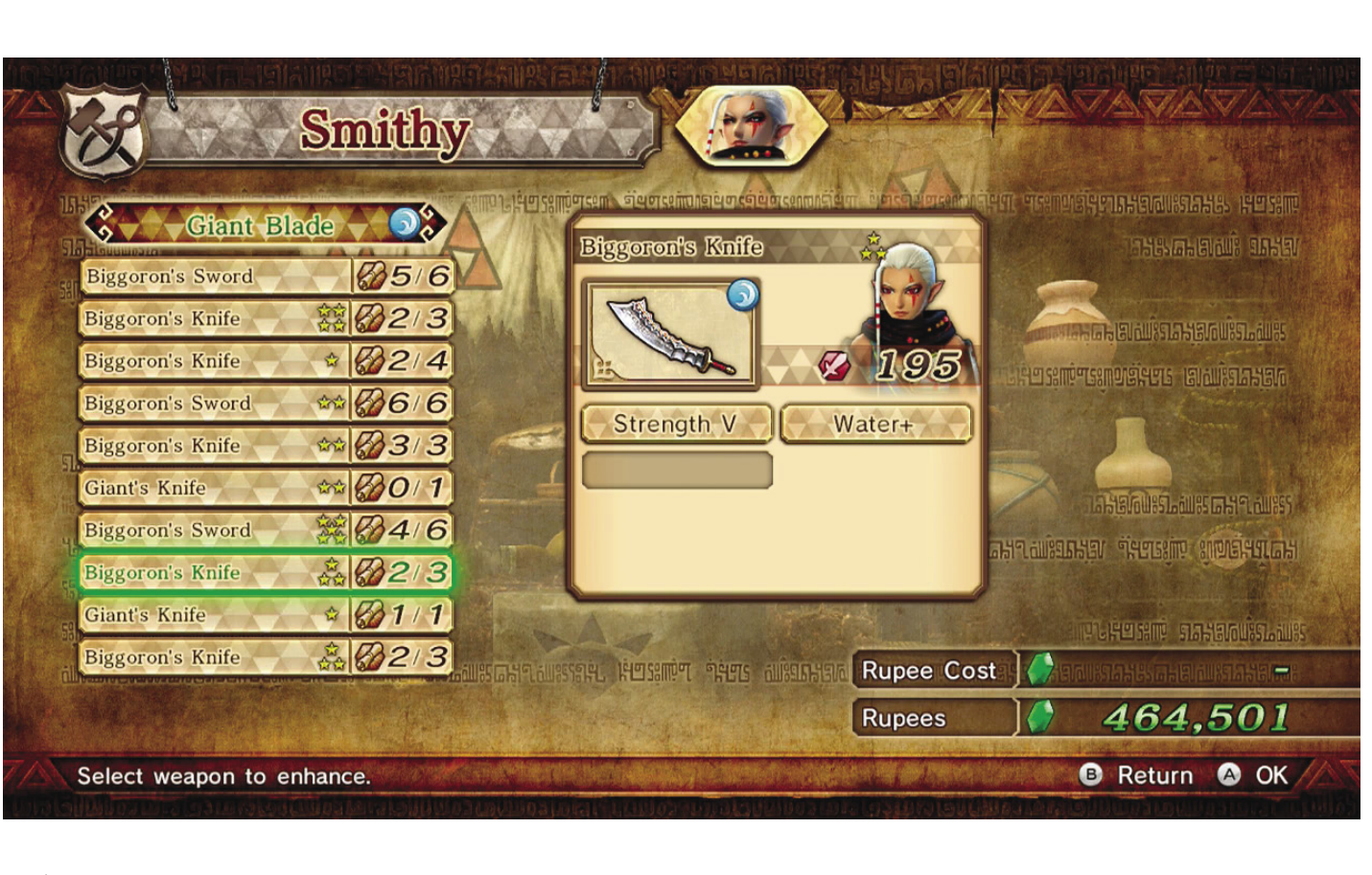
Chests can contain a variety of rare items such as Pieces of Heart, Heart Containers, and Sealed Weapons. Getting your hands on these items can be pretty tricky if you don't know how they work. The thing is, *Hyrule Warriors* boasts thirteen playable Warriors, each with their own Health Bar. When it comes to obtaining Heart Containers and Pieces of Heart, each Warrior has to grab their own. That means, when a Scenario in Adventure Mode or Legend Mode has a Piece of Heart or a Heart Container, you can collect it only with the Warrior who's shown with it. If you attempt to grab one of these items without the indicated Warrior, it'll show up as a generic brown chest with nothing but Rupees inside.

Treasure Chests in Multiplayer

While playing multiplayer, players can find Heart Containers and Pieces of Heart for the listed Warriors so long as one player is playing as the Warrior listed next to the items. The chest containing the item will appear, but it can only be claimed by the player playing the listed Warrior.

The rare items you can find in treasure chests are called Sealed Weapons. These crystallized weapons are found in the same kind of chests you'd find Heart Containers and Pieces of Heart in, but you don't need to be playing as a specific Warrior to claim them. At the end of the Scenario in which you found them, Sealed Weapons will become a either a new weapon or a new weapon type. Each Sealed Weapon is fixed, so you can only find it once; after that, the item in the chest will be nothing more than a simple Weapon Bag.

Weapons


Smithy
Giant Blade
Biggoron's Sword 5/6
Biggoron's Knife 2/3
Biggoron's Knife 2/4
Biggoron's Sword 6/6
Biggoron's Knife 3/3
Giant's Knife 0/1
Biggoron's Sword 4/6
Biggoron's Knife 2/3
Giant's Knife 1/1
Biggoron's Knife 2/3
Biggoron's Knife
195
Strength V
Water+
Rupee Cost
Rupees
464,501
Select weapon to enhance.
Return
OK

You'll probably spend a lot of time trying to find new weapons, improving upon the old ones and trying to make sense of everything in between. Weapons are found in weapon bags and Sealed Weapons on the battlefield. They are also offered as rewards for completing Adventure Mode Scenarios with an A-Rank after using an Item Card to root them out. There are a lot of elements to how weapons work and how to get the most out of them, so here's all the need-to-know information.

Types

Every weapon has three different versions of it, each one more powerful than the last. Link, for example, starts off with his Knight's Sword, the first type of his Hylian Sword. He can find two more, better types of the Hylian Sword called the White Sword and the Magical Sword. Each new type of weapon offers more slots for Weapon Skills and a higher base damage. After you've unlocked a new weapon type, variations of it will begin showing up in Weapon Bags that enemies drop during a Scenario.

Weapon Skills

These are the second most important part of making a strong weapon. Weapon Skills offer extra damage and other benefits when attached to a weapon that you brought into battle. Most Weapon Skills offer very specific damage boosts, but other Skills offer more or better item drops from enemies and the ability to find more Hearts and Rupees. You can use the Smithy in the Bazaar to take Weapon Skills you like from one weapon and put them in another, but be warned: The weapon you are taking the Weapon Skill from will be destroyed in the process.

Stars

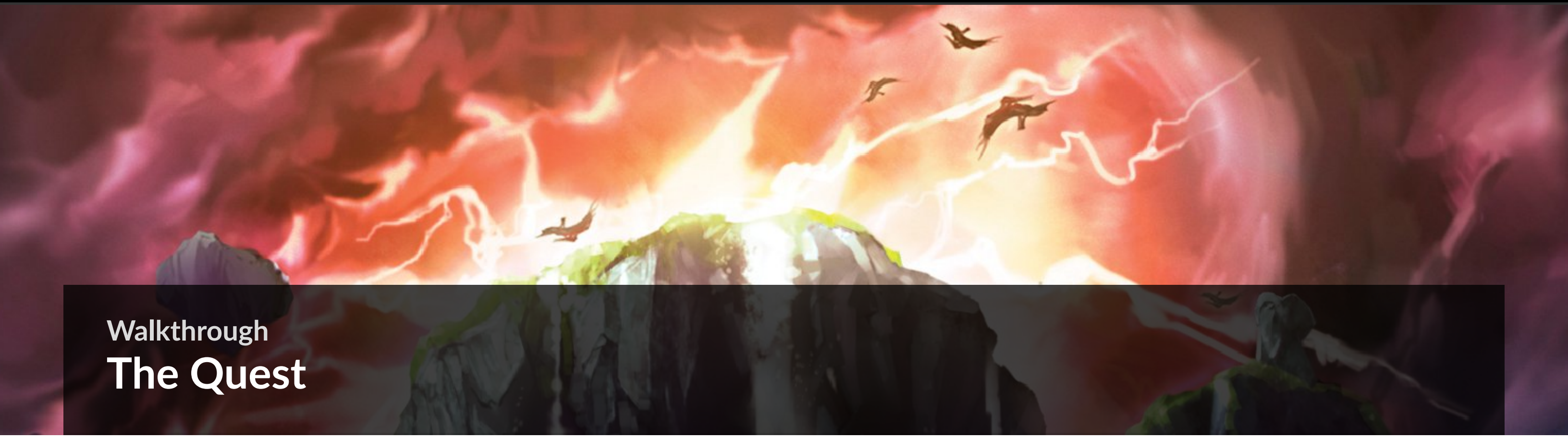
The stars next to the weapon show how much a weapon's base damage has been boosted. All weapon types have a fixed base attack damage that only grows based on the number of stars found on a weapon. Each added star adds an additional 10 percent attack damage to a weapon. The damage added by stars is automatically added to the weapon, so the attack power you see is the attack power you get. Just keep all of this in mind when you're visiting the Apothecary or wondering if adding the Stars+ Weapon Skill is worth it. It is, and you should make a point to try to get higher starred items as often as possible.

Free Mode

There isn't much to say about this mode, except that it's the same as Legend Mode, but has no Warrior restrictions. Have a favorite Scenario, but your favorite Warrior can't be used in it? Want to know what it would be like to play as a bad guy in a Scenario that featured only good guys? Well, then Free Mode is for you!

Good to Go

That pretty much covers everything you need to know to excel in *Hyrule Warriors*. We hope you'll keep this information in mind while you play, so you can get the most out of your experience with this game. Have a great time playing and enjoy this fun and interesting twist on the *Zelda* franchise. Good luck!



Walkthrough

The Quest

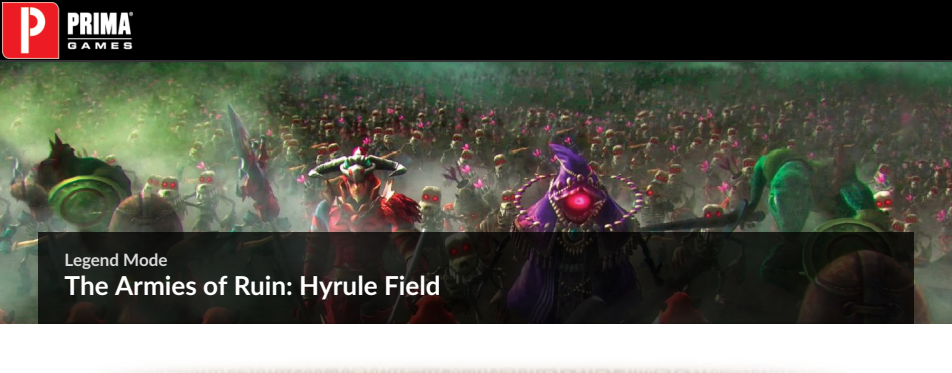
In The Quest section of this guide you'll find detailed strategies for completing all of the levels in Legend and Adventure Modes, as well as instructions on how to unlock all of the playable characters, their hidden weapons, Gold Skulltulas, Heart Containers and Pieces of Heart.

The section below is the walkthrough for Legend Mode. If you're looking for strategies for all of Adventure Mode's levels, skip ahead to the Adventure Mode section of the guide.

Legend Mode

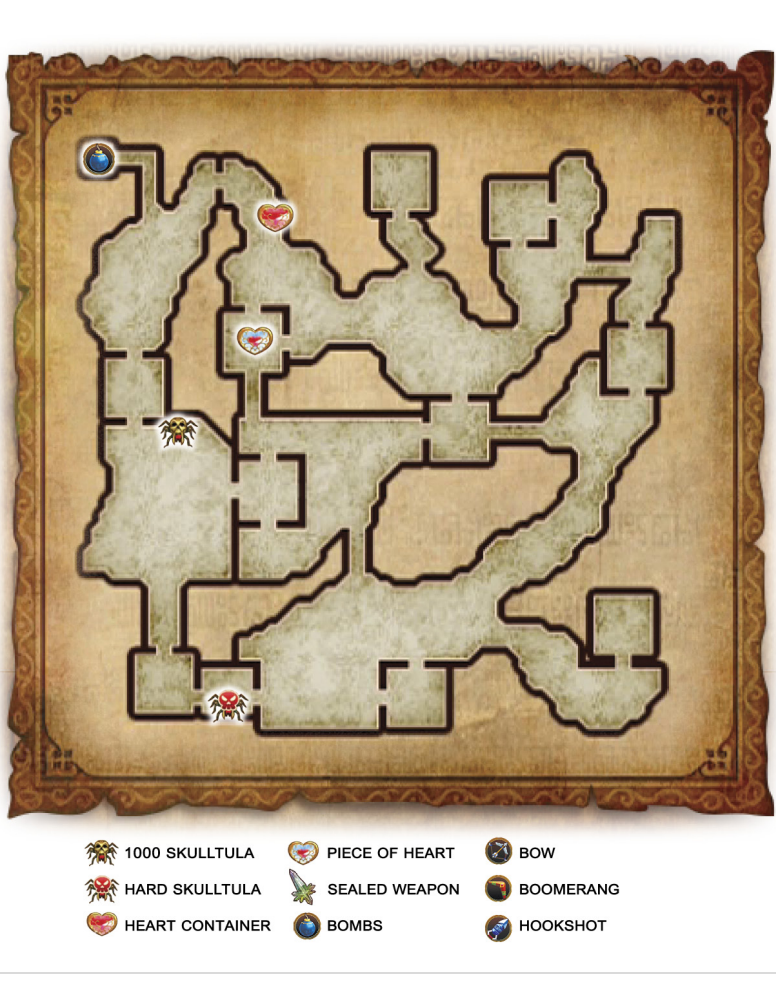
Legend Mode makes up the story portion of the game. This is where you'll learn about the events that lead to characters from across the Zelda universe meeting up, and who the mysterious Lana is. You'll also unlock most of the playable characters, Heart Containers, and Pieces of Heart while playing through each of Legend Mode's 18 stages.

The gameplay for Legend Mode is pretty straightforward: Follow the objectives as they pop up on the screen and keep the enemies from taking your home base. We'll breakdown the best way to accomplish the objectives in each level and when is the best time to go on the hunt for those elusive collectible items.



Legend Mode

The Armies of Ruin: Hyrule Field


1000 SKULLTULA
HARD SKULLTULA
HEART CONTAINER
PIECE OF HEART
SEALED WEAPON
BOMBS
BOW
BOOMERANG
HOOKSHOT

Playable Characters

Link

Heart Container

Link

Piece of Heart

Link

Gold Skulltula

1,000 KOs (To the right of the Abandoned Keep's southern entrance)

Hard Mode Gold Skulltula

Link's Knight's Sword: Execute Zelda's strategy while repelling the advance of the enemy forces (To the right of Hyrule Castle).

Unlockables

Bombs
Impa
Free Mode
Adventure Mode
Gallery

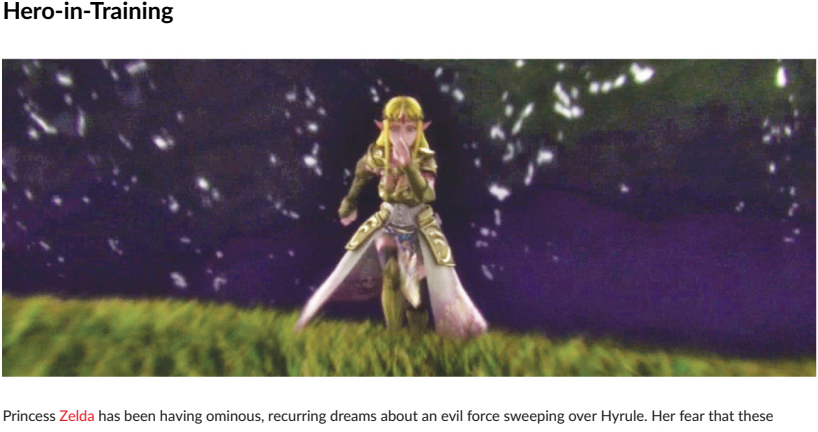
Victory Conditions

Defeat all enemies.

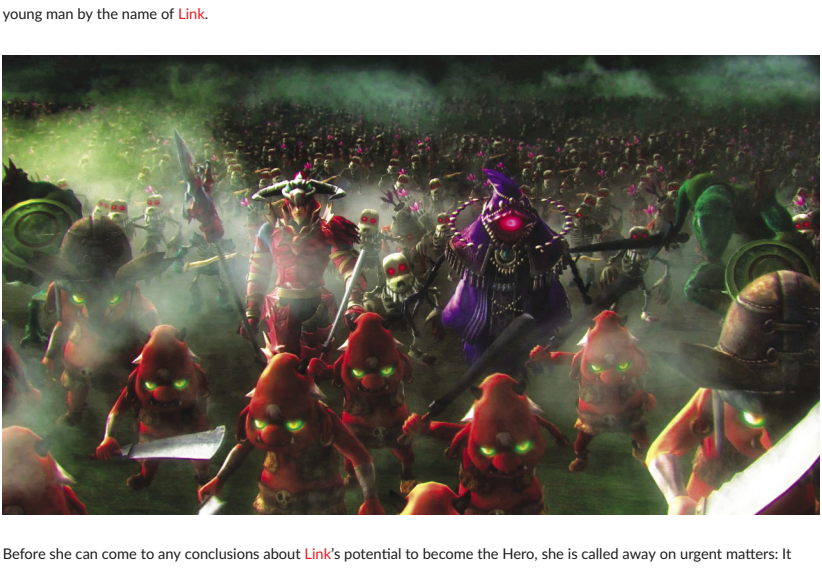
Defeat Conditions

If Zelda flees or Hyrule Castle is captured.

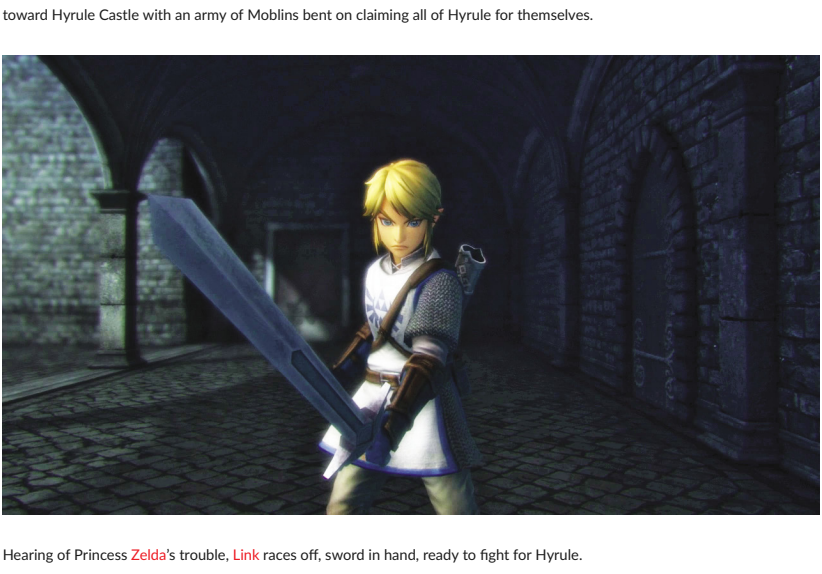
Hero-in-Training



Princess Zelda has been having ominous, recurring dreams about an evil force sweeping over Hyrule. Her fear that these dreams are something more leads her on the hunt for the legendary Hero who can don the green Hero's Tunic. As she investigates the soldiers training within her walls, she notices a young recruit with much more skill and vigor than the rest: a young man by the name of Link.



Before she can come to any conclusions about Link's potential to become the Hero, she is called away on urgent matters: It seems that her dreams were premonitions after all, for the devious Wizzro and his right-hand, the Dragon Knight Volga, march toward Hyrule Castle with an army of Moblins bent on claiming all of Hyrule for themselves.



Hearing of Princess Zelda's trouble, Link races off, sword in hand, ready to fight for Hyrule.

Strategic Advantage

At this point, we all know who Link is and his place as the legendary Hero, but we'll still need to prove that fact to Impa and Zelda. And to do that, we're going to need to help win this battle.

Below are descriptions of how to complete all of the objectives in this level of Legend Mode. Follow our instructions and we'll give you the fastest, easiest, and most fruitful strategies for completing the level and finding lots of secrets along the way.

Assisting Impa

Impa
Where did all these monsters come from?
K.O.
LV 1

Helping Impa doesn't require as direct an approach as it might seem. Just make your way across the starting bridge into the field ahead and start swinging. As you thin the enemy numbers, a fairy named Proxi will call out for help. Help her the same way you've been helping Impa, via relentless assault on the enemy.

Attacking

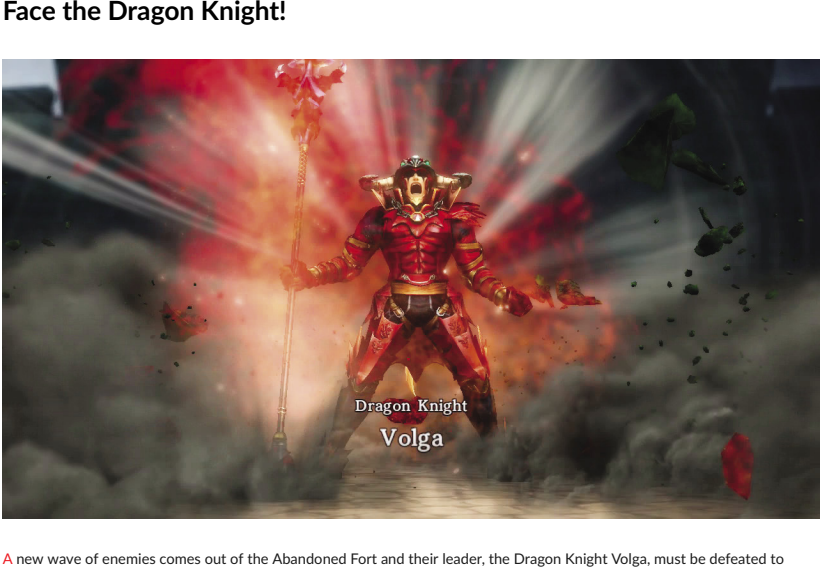
If you've played any other Warriors title before you know exactly what to expect. If you're new to the series, however, head over to the Hero Training section of this guide to get a full breakdown of the different methods of attacking, targeting, and pretty much every other mechanic in *Hyrule Warriors*.

After you clear enough enemies, Proxi will hitch a ride with Link, serving as the silent protagonist's mouthpiece for the rest of your adventure.

In danger!
Advance toward Abandoned Fort!
173 KO
LV 1

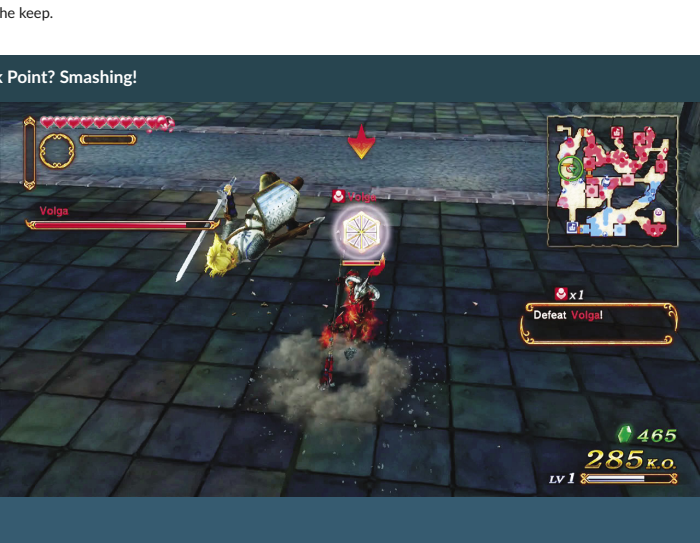
Continue fighting the enemy hordes until the gate to the Abandoned Fort to the north opens.

Face the Dragon Knight!

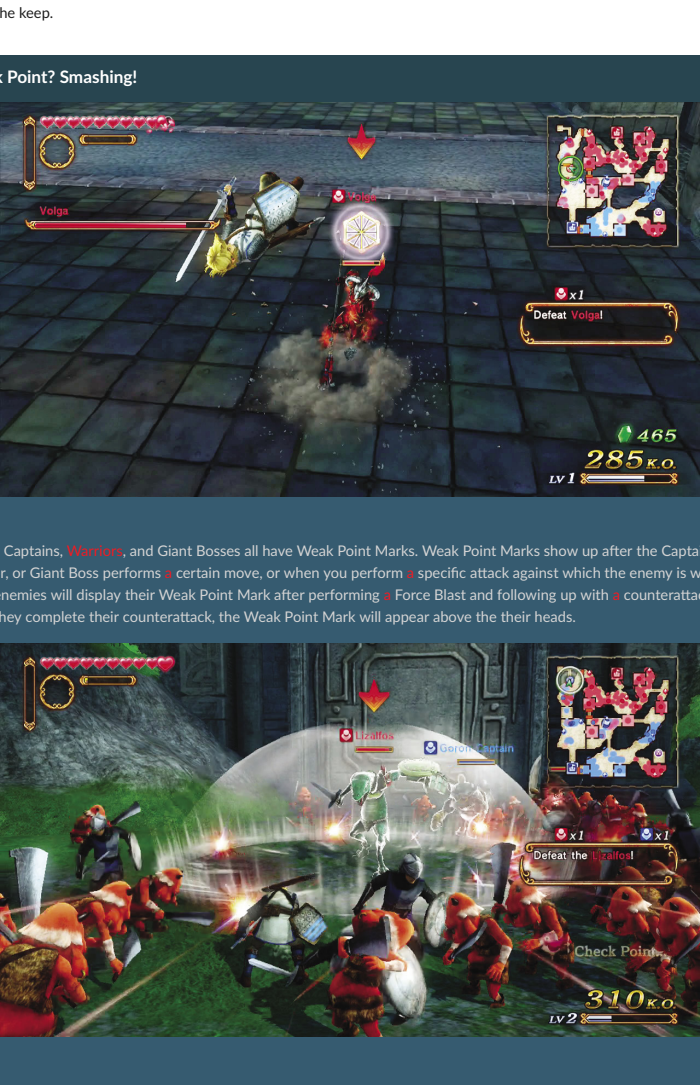

Dragon Knight
Volga

A new wave of enemies comes out of the Abandoned Fort and their leader, the Dragon Knight Volga, must be defeated to capture the keep.

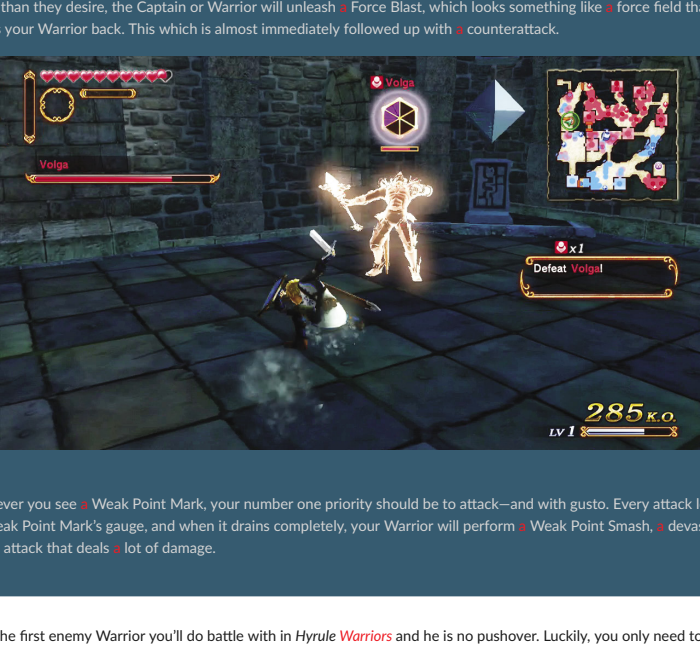
Weak Point? Smashing!


Volga
x1
Defeat Volga!
465
285 KO
LV 1

Enemy Captains, Warriors, and Giant Bosses all have Weak Point Marks. Weak Point Marks show up after the Captain, Warrior, or Giant Boss performs a certain move, or when you perform a specific attack against which the enemy is weak. Most enemies will display their Weak Point Mark after performing a Force Blast and following up with a counterattack. After they complete their counterattack, the Weak Point Mark will appear above the their heads.


x1
x1
Defeat the
Check Point
310 KO
LV 2

Force Blasts are defensive moves that are used exclusively by Captains and enemy Warriors. After being assaulted for longer than they desire, the Captain or Warrior will unleash a Force Blast, which looks something like a force field that knocks your Warrior back. This which is almost immediately followed up with a counterattack.


Volga
x1
Defeat Volga!
285 KO
LV 1

Whenever you see a Weak Point Mark, your number one priority should be to attack—and with gusto. Every attack lowers the Weak Point Mark's gauge, and when it drains completely, your Warrior will perform a Weak Point Smash, a devastating special attack that deals a lot of damage.

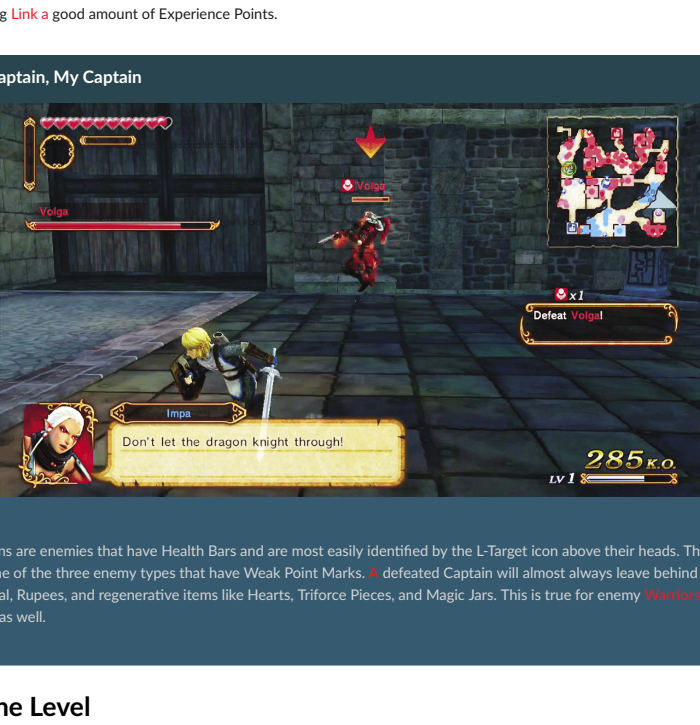
Volga is the first enemy Warrior you'll do battle with in *Hyrule Warriors* and he is no pushover. Luckily, you only need to get him down to half health to end the fight.

2105
588 KO
LV 2

The easiest—and fastest—way to defeat Volga is with a full-on relentless assault. Keep swinging until he hits you with a small Force Blast. After knocking you back, he'll likely do a small jump, followed by a downward lunge with his lance. Roll backward to avoid the lunge, then roll right back at him and start swinging as soon as you see his Weak Point Mark. Most enemies will knock you away or evade your attacks after you've degraded their Weak Point Mark enough, but Volga's Mark can often be driven down in a single assault.

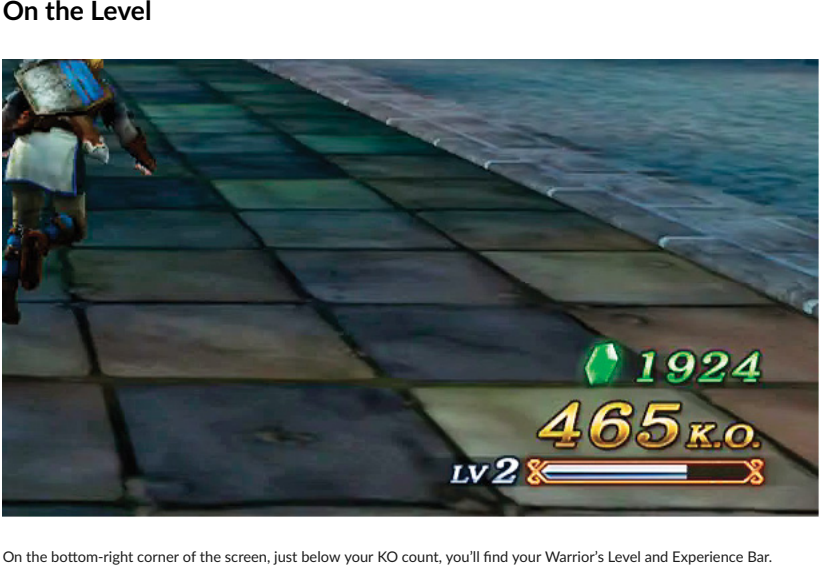
Repeat this method a few more times and Volga will retreat from the battle, opening the northern gate of the Abandoned Keep and giving Link a good amount of Experience Points.

Oh Captain, My Captain


Volga
x1
Defeat Volga!
Impa
Don't let the dragon knight through!
285 KO
LV 1

Captains are enemies that have Health Bars and are most easily identified by the L-Target icon above their heads. They are also one of the three enemy types that have Weak Point Marks. A defeated Captain will almost always leave behind a Material, Rupees, and regenerative items like Hearts, Triforce Pieces, and Magic Jars. This is true for enemy Warriors, like Volga, as well.

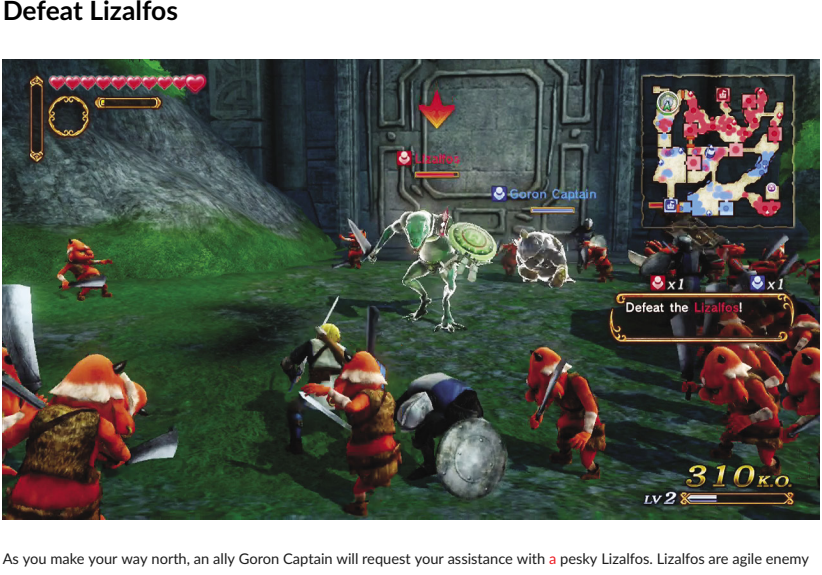
On the Level


1924
465 K.O.
LV 2

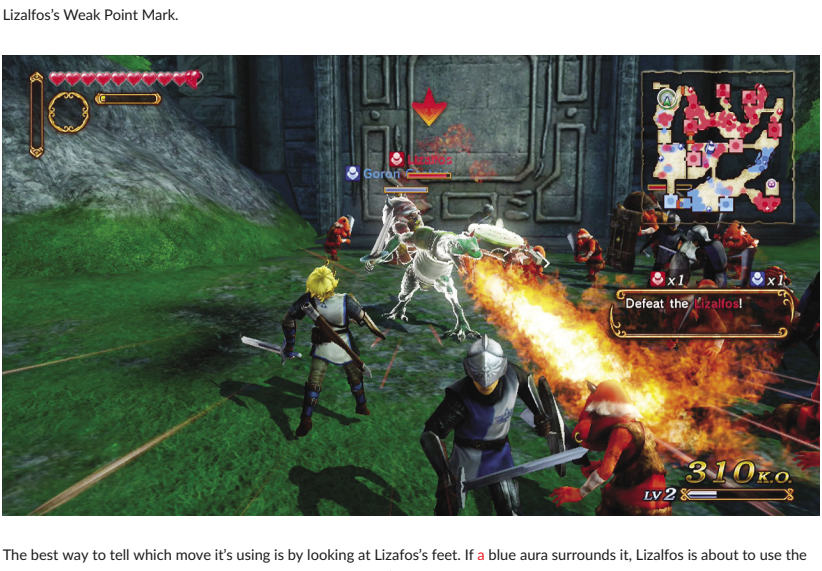
On the bottom-right corner of the screen, just below your KO count, you'll find your Warrior's Level and Experience Bar. Defeating enemies earns you experience, which will slowly fill up your Experience Bar. When the bar completely fills, your Warrior will Level Up, increasing their strength and, at times, increasing their total Heart Container count.

After a Level Up, the Experience Bar will empty. Just fill it back up and your Warrior will Level Up again and again.

Defeat Lizalfos

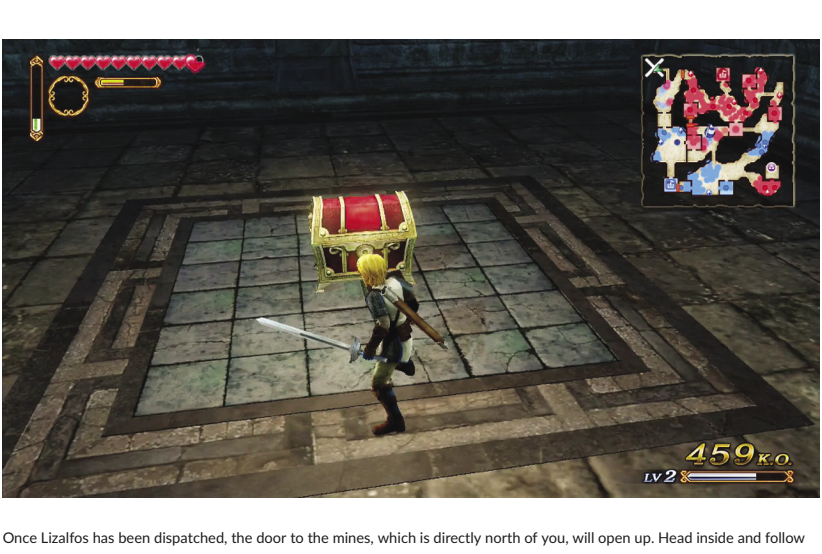

Goron Captain
x1
x1
Defeat the
310 KO
LV 2

As you make your way north, an ally Goron Captain will request your assistance with a pesky Lizalfos. Lizalfos are agile enemy Captains that can breath fire balls or create flamethrower-like bursts in front of and around themselves. They are defeated in much the same way as Volga—attack them until they knock you back with a Force Blast, at which point they'll do one of two moves: breath a spray of fire directly in front of them, or breath a wall of fire in quarter circle around them and then do a downward stab attack. The first move is the one you want, as it is the easiest to counterattack, but both moves reveal the Lizalfos's Weak Point Mark.

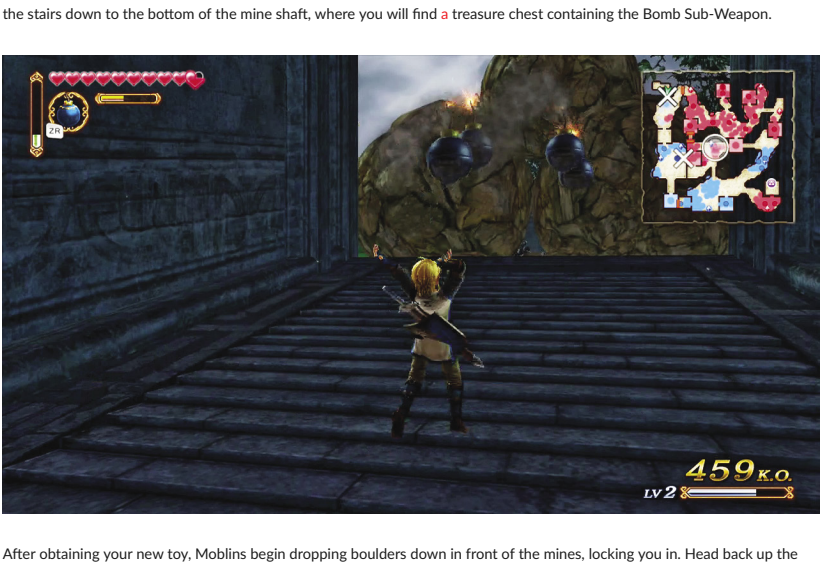

x1
x1
Defeat the
310 KO
LV 2

The best way to tell which move it's using is by looking at Lizalfos's feet. If a blue aura surrounds it, Lizalfos is about to use the second and more devastating of the two attacks. Unless you're certain you can get behind Lizalfos without getting hit by its flames and its lunge, you're better off waiting out this one, as it'll do a substantial amount of damage and you'll also miss your window for attacking while its Weak Point Mark is in view.

Rendezvous with Zelda

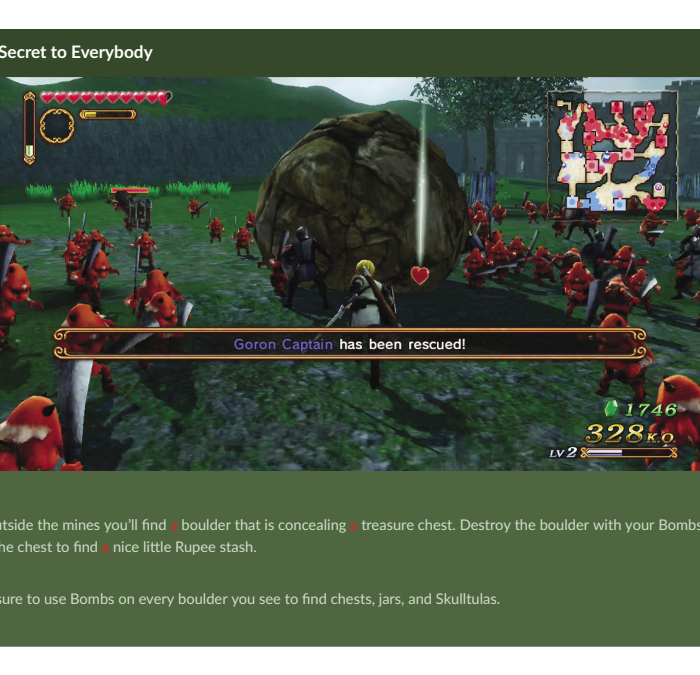


Once Lizalfos has been dispatched, the door to the mines, which is directly north of you, will open up. Head inside and follow the stairs down to the bottom of the mine shaft, where you will find a treasure chest containing the Bomb Sub-Weapon.



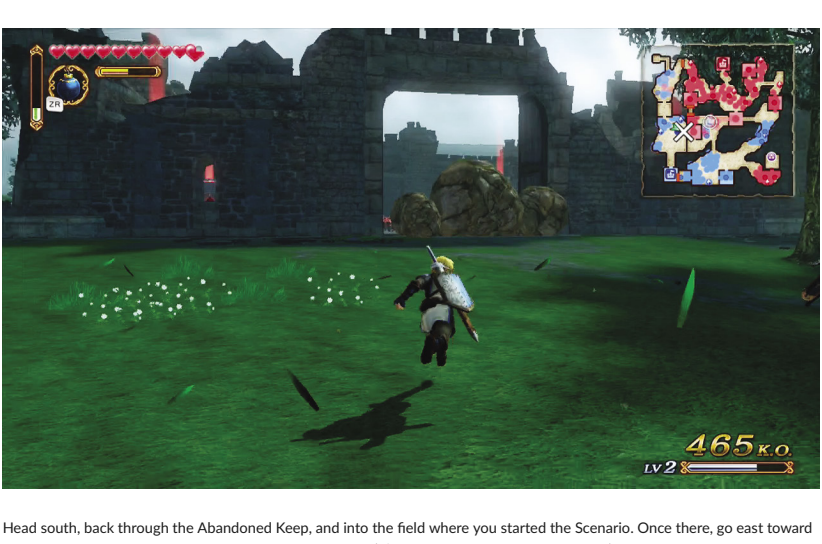
After obtaining your new toy, Moblins begin dropping boulders down in front of the mines, locking you in. Head back up the stairs and test out your new tool by pressing ZR.

It's a Secret to Everybody


Goron Captain has been rescued!
1746
328 KO
LV 2

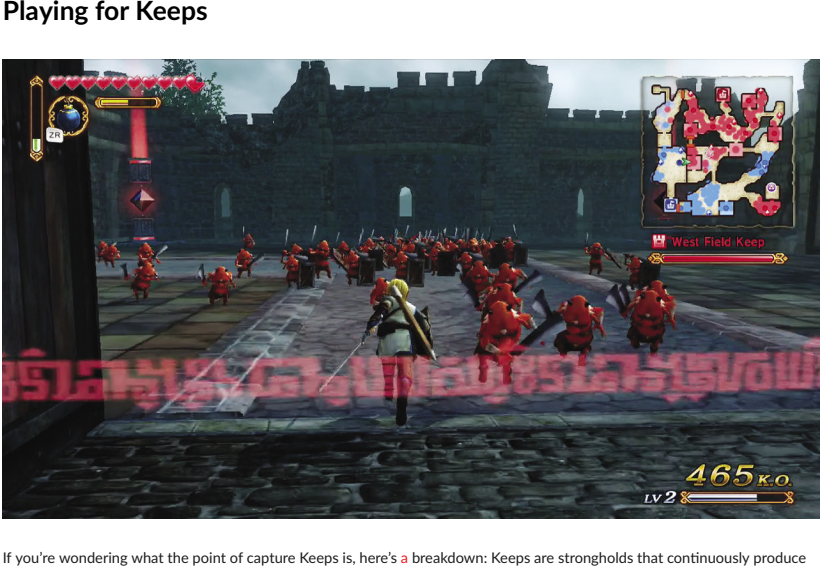
Just outside the mines you'll find a boulder that is concealing a treasure chest. Destroy the boulder with your Bombs and open the chest to find a nice little Rupee stash.

Make sure to use Bombs on every boulder you see to find chests, jars, and Skulltulas.

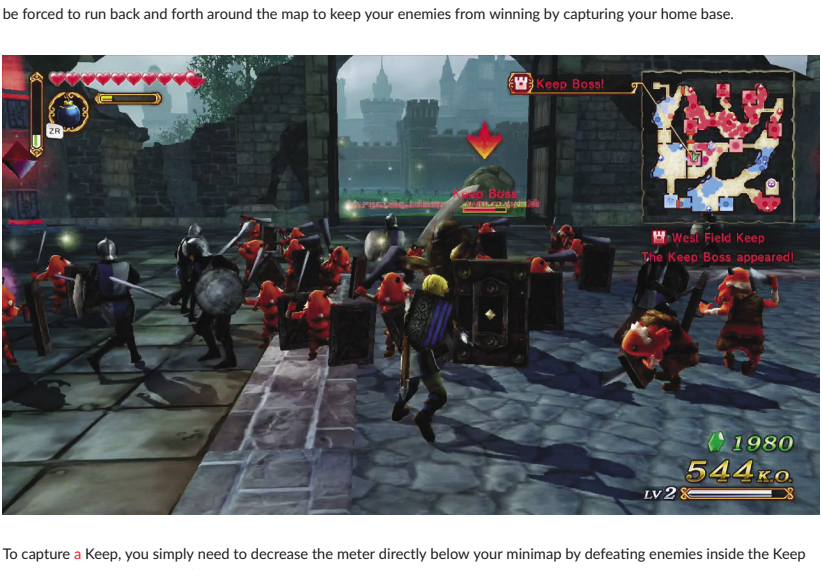


Head south, back through the Abandoned Keep, and into the field where you started the Scenario. Once there, go east toward the West Field Keep. The Keep is blocked off by boulders (it's marked as an X on your minimap). Luckily, you have your new toys; blow up the boulders with your Bombs to enter the Keep. As soon as you step foot into the Keep, its north and south doors will open. Don't leave just yet: Instead, capture the Keep to help aid your allies in the war effort.

Playing for Keeps


West Field Keep
465 KO
LV 2

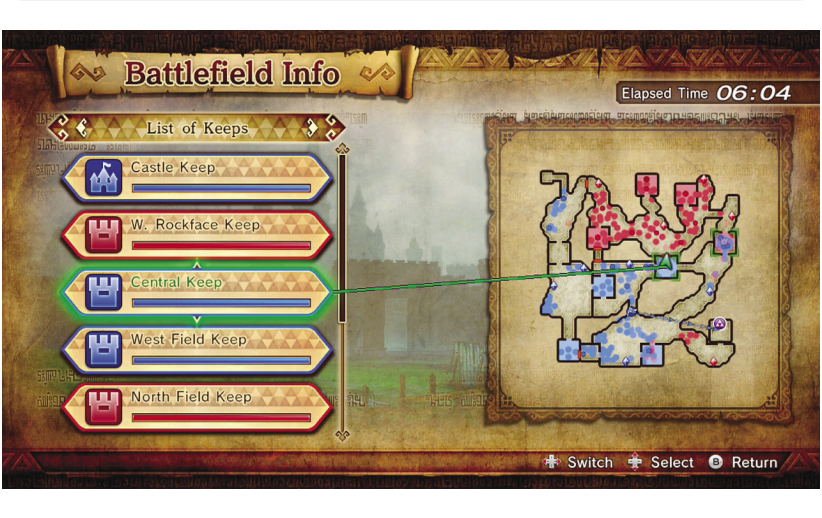
If you're wondering what the point of capture Keeps is, here's a breakdown: Keeps are strongholds that continuously produce more soldiers to aid in the battle. Your overall goal in each battle is to capture a majority of the Keeps. Capturing keeps stops the flow of enemy units from that location and starts a flow of friendly units to help during the battle. It also slows down the enemy's conquest of a map by forcing them to stop at every one of your Keeps to capture it. If you don't capture Keeps, you'll be forced to run back and forth around the map to keep your enemies from winning by capturing your home base.


Keep Boss!
West Field Keep
Keep Boss appeared!
1980
544 KO
LV 2

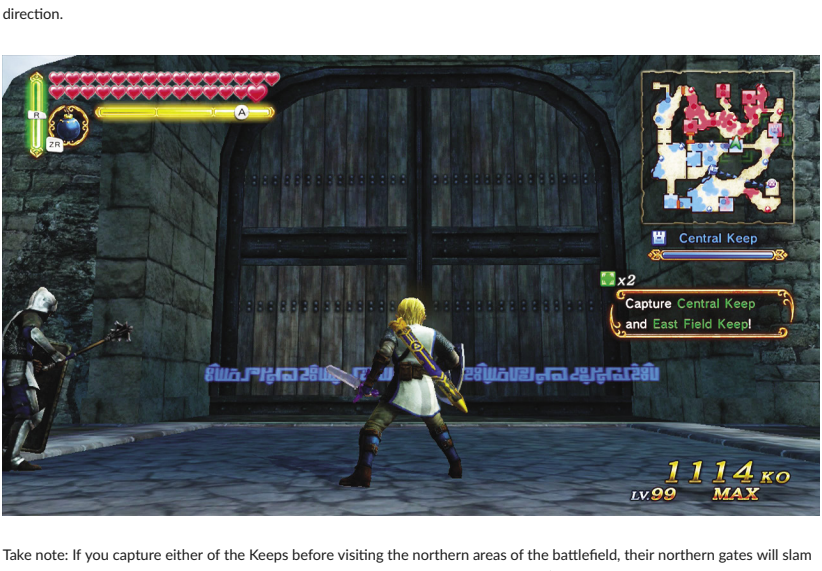
To capture a Keep, you simply need to decrease the meter directly below your minimap by defeating enemies inside the Keep itself. As you defeat the Keep's forces, more units will teleport in to try and stop you. Once the meter is empty, the Keep Boss will appear. Defeat this Captain and the Keep is yours!

Note

Once you're done capturing the West Field Keep, head west toward Princess Zelda (marked as the flag icon on your minimap). When you reach Zelda, she'll task Link with capturing two nearby Keeps. Capture the two Keeps marked on your minimap to progress.


Battlefield Info
Elapsed Time 06:04
List of Keeps
Castle Keep
W. Rockface Keep
Central Keep
West Field Keep
North Field Keep
Switch
Select
Return

Another way to find the locations of specific Keeps is through the Battlefield Info screen in the Pause menu. Press ⊕ to bring up the Scenario-Information Screen, then select Battlefield Info, press ✚ and you'll find a list of all the Keeps in this Scenario. We'll be referring to Keeps by their names often in this guide, so make sure to use this screen to point you in the right direction.

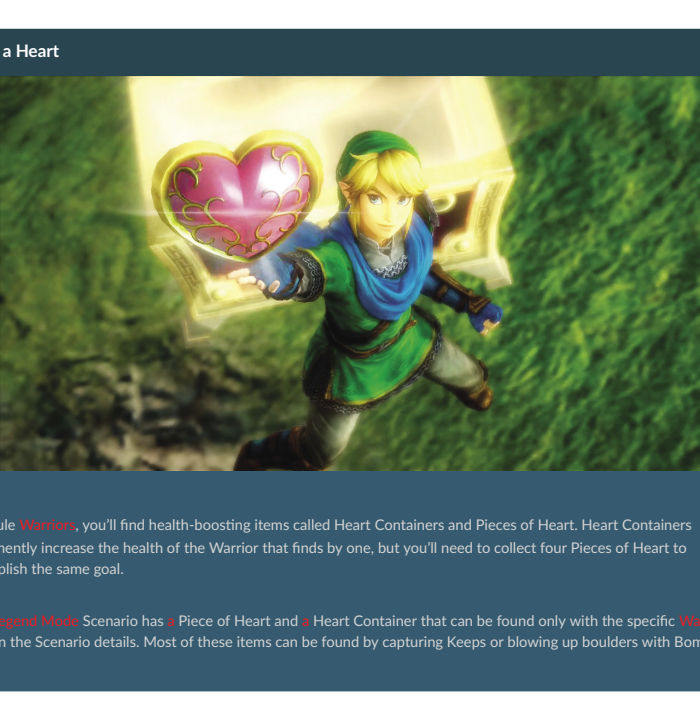

Central Keep
x2
Capture Central Keep and East Field Keep!
1114 KO
LV 99 MAX

Take note: If you capture either of the Keeps before visiting the northern areas of the battlefield, their northern gates will slam shut, cutting you off from the north side of the map. If you want to grab this Scenario's Heart Container and Piece of Heart, head north before capturing either of the Keeps.

Piece of Heart Opportunity

When playing as Link, cross over to the north side of the map and head west to W. Rockface Keep. Capture the Keep to make a treasure chest containing the Piece of Heart appear. Open the chest and claim your new Piece of Heart.

Have a Heart



In Hyrule Warriors, you'll find health-boosting items called Heart Containers and Pieces of Heart. Heart Containers permanently increase the health of the Warrior that finds by one, but you'll need to collect four Pieces of Heart to accomplish the same goal.

Each Legend Mode Scenario has a Piece of Heart and a Heart Container that can be found only with the specific Warriors listed in the Scenario details. Most of these items can be found by capturing Keeps or blowing up boulders with Bombs.

Heart Container Opportunity

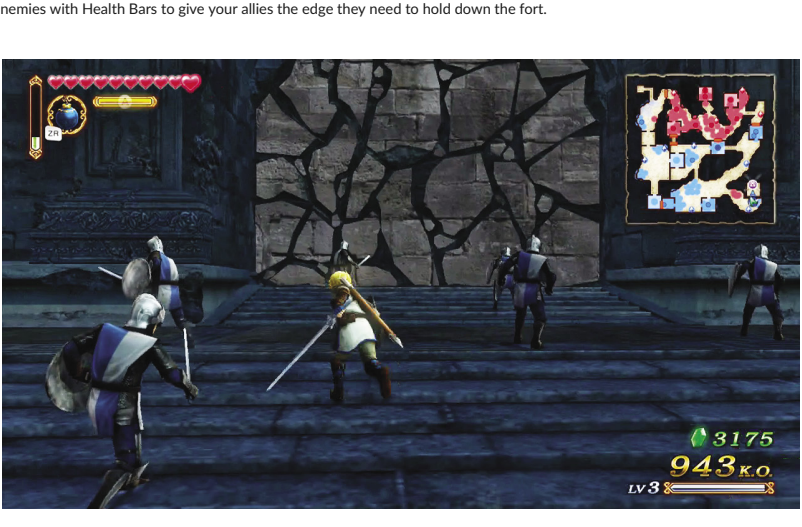
As Link, head directly north of the W. Rockface Keep on the map's north side to find a boulder concealing a treasure chest. Open the chest to claim your new Heart Container.

Meeting the Great Fairy

After you've captured the Keeps, Zelda hatches a plan to devastate the enemy forces. Down in the southwest corner of the map is the fountain of the Great Fairy. If Zelda and Link can pray to her, she may assist the heroes in defeating the enemy troops—that's the plan anyway.

South Field Keep is about to fall!
758 KO
LV 3

Head south toward the Great Fairy's fountain, but before entering it, make sure to stop off at the South Field Keep to the west of the Great Fairy. It will likely be in danger and have a couple, if not several, enemy Captains. Defeat them and any other enemies with Health Bars to give your allies the edge they need to hold down the fort.


3175
943 KO
LV 3

Now head toward the Great Fairy and use your Bombs to destroy the cracked wall blocking your entry. Upon entering the fountain, move directly into the center of the circle in front of the fountain and hit Y. The Great Fairy heeds the requests of Zelda and Link and destroys a large portion of the enemy's army.

Reptilian Rampage

To get back at Zelda's forces for that little Great Fairy trick, Wizzro calls in some help of his own in the form of the mighty King Dodongo.

Hard Mode Skulltula Opportunity

You must be using Link and his Knight's Sword before this Skulltula will show up. After helping Zelda pray to the Great Fairy, the Hard Mode Skulltula will make an appearance in the bottom-left corner of the screen near Hyrule Castle. You'll find the Skulltula sitting on the southern wall in the gated-off corridor directly to the right of Hyrule Castle.

Boss Fight: King Dodongo

Fire Breathing
King Dodongo

Legend of Zelda veterans will know this creature and its hatred of Bombs all too well. The giant lizard starts its path of destruction directly above the Central Keep. It swiftly conquers the Keep before making its way down to the Allied Base, destroying every Keep it comes across along the way.

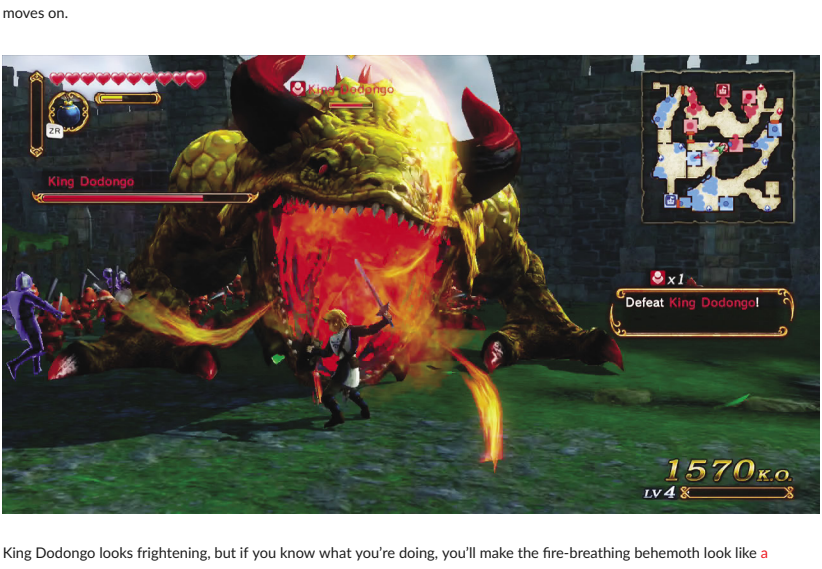
King Dodongo
x1
Defeat King Dodongo!
Central Keep has fallen to Dark Forces!
1561 KO
LV 4

Boss fights are all about speed in *Hyrule Warriors*. Letting a boss have its way with the battlefield for too long will have heavy consequences. If a boss enters the field, waste no time in attacking and defeating it. Don't hesitate to hit the boss with attacks until its Weak Point Mark is exposed; most attacks do little or no damage and can leave you vulnerable to a boss's attack.

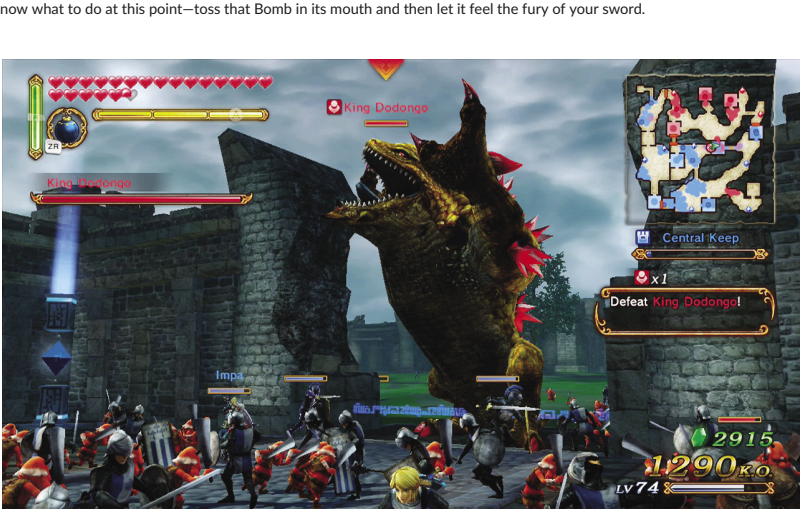
Skulltula Opportunity

Unfortunately, you've likely crossed the 1,000 KO mark around the time you start this boss fight, which means your very first Gold Skulltula has appeared somewhere on the field. If you want to get the Skulltula, you'll need to ignore the devastating Dodongo and head directly to the west side of the battlefield, above the Hyrule Castle Keep.. The Skulltula can be found skittering along the ground to the right of the Abandoned Keep's southern entrance. Hit it to defeat it and earn your first puzzle piece.

If you race directly to the Central Keep, you should have no problem catching the Dodongo before it destroys the Keep and moves on.


King Dodongo
x1
Defeat King Dodongo!
1570 KO
LV 4

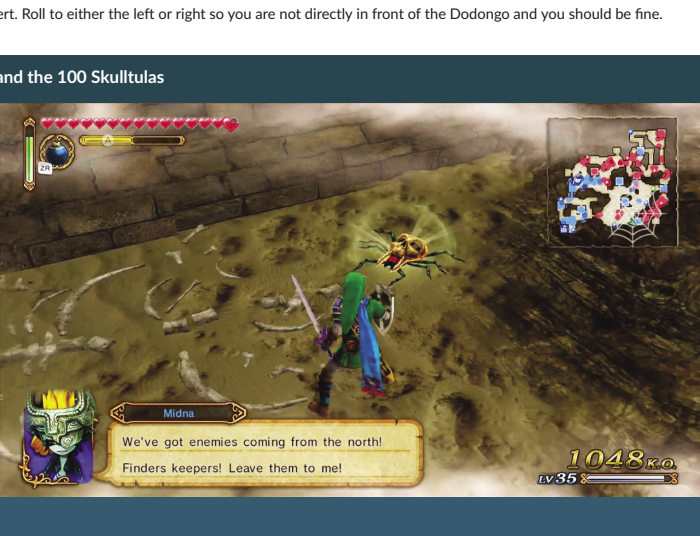
King Dodongo looks frightening, but if you know what you're doing, you'll make the fire-breathing behemoth look like a garden-variety lizard. Just wait for Dodongo to open its mouth and then throw a Bomb inside to get it to reveal its Weak Point Mark. The trick is knowing when Dodongo's going to open its mouth and when it's going to strike with another move. Just about any time the Dodongo breaths fire, it'll follow up by opening its mouth to charge up a giant fireball to damage you. You know what to do at this point—toss that Bomb in its mouth and then let it feel the fury of your sword.


King Dodongo
Central Keep
x1
Defeat King Dodongo!
2915
1290 KO
LV 74

King Dodongo
West Field Keep
x1
Defeat King Dodongo!
King Dodongo is attacking West Field Keep!
1304 KO
LV 74

If King Dodongo stands up on its back legs, get a good distance away, as it'll likely come crashing down, sending a shock wave in every direction. If it doesn't crash down, then it's going to roll directly toward you. This is a good deal easier to dodge if you're alert. Roll to either the left or right so you are not directly in front of the Dodongo and you should be fine.

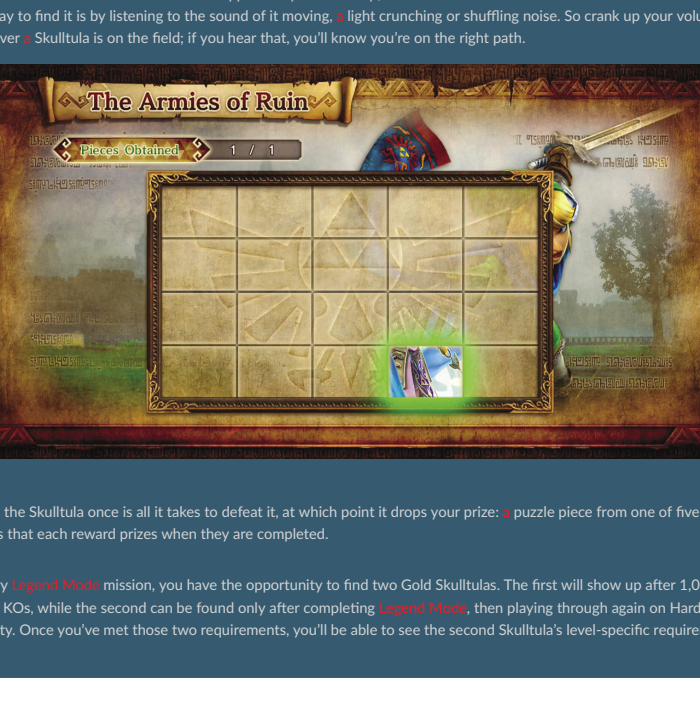
Link and the 100 Skulltulas


Midna
We've got enemies coming from the north!
Finders keepers! Leave them to me!
1048 KO
LV 35

Throughout your time with Hyrule Warriors, you'll find Gold Skulltulas: spider-like creatures with golden skulls for carapaces. These eerie arachnids can't attack and they don't move much except shuffle around in a circle.

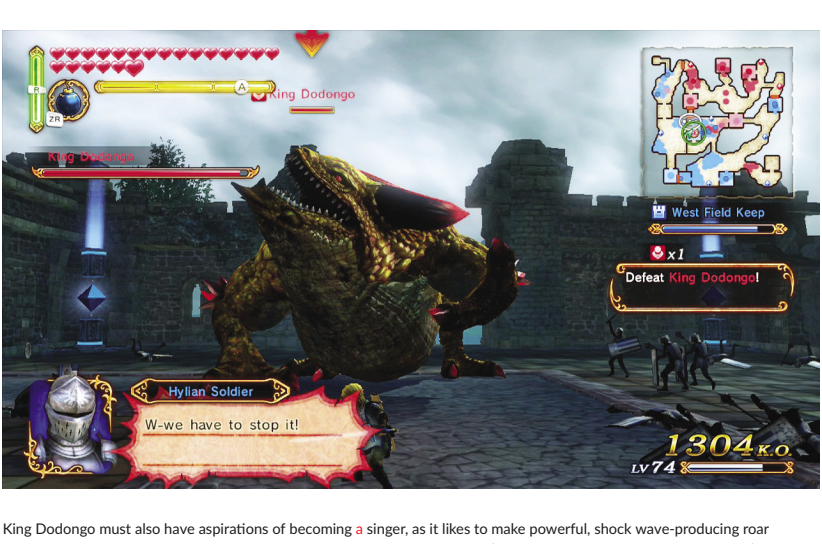
A Skulltula has appeared on the battlefield!
1557 KO
LV 4

Any time a Skulltula enters the battlefield a notification will pop up on the screen to let you know. To find the Skulltula, you must take a look at the web that will appear on your minimap; the Skulltula will be somewhere within that web. The best way to find it is by listening to the sound of it moving, a light crunching or shuffling noise. So crank up your volume whenever a Skulltula is on the field; if you hear that, you'll know you're on the right path.


The Armies of Ruin

Hitting the Skulltula once is all it takes to defeat it, at which point it drops your prize: a puzzle piece from one of five puzzles that each reward prizes when they are completed.

In every Legend Mode mission, you have the opportunity to find two Gold Skulltulas. The first will show up after 1,000 enemy KOs, while the second can be found only after completing Legend Mode, then playing through again on Hard difficulty. Once you've met those two requirements, you'll be able to see the second Skulltula's level-specific requirements.


King Dodongo
West Field Keep
x1
Defeat King Dodongo!
Hylian Soldier
W-we have to stop it!
1304 KO
LV 74

King Dodongo must also have aspirations of becoming a singer, as it likes to make powerful, shock wave-producing roar frequently. Before the Dodongo roars, it cocks its head back and to the side (use the above screenshot as a reference). This is your chance to race a good distance away from the monstrous reptile to avoid having your skull rattled and your eardrums . . . well, let's just say they'll be a lot less than functional. The roar is definitely one of Dodongo's most powerful attacks, so avoiding it should be one of your highest priorities.

King Dodongo
x1
Defeat King Dodongo!
Wizzro has left the battlefield!
1285 KO
LV 74

The last few moves King Dodongo can do are pretty easy to avoid if you know what's coming. If you spend too much time in front of its front legs it'll try and swat at you. If you spend too much time behind Dodongo, however, it'll jump and spin around in the air to reposition itself to face you. Both moves are easy to dodge and the lizard king doesn't use them often. Just stay on your toes and you'll be able to avoid them with ease.

Hit the Dodongo monarch with three or four Weak Point Smashes and you'll put the beast to bed, winning the Scenario in the process.

Unlockables

After completing this Scenario, you'll unlock Free Mode, Adventure Mode, the Gallery, and Impa.

Free Mode: This is a gameplay option on the main menu of the game. In Free Mode, you can play through any of the Legend Mode Scenarios you've completed with any of the Warriors you've unlocked. Did a Scenario restrict access to your favorite Warrior? No problem! Just play it through again on Free Mode and you'll be able to go to town with the Warrior of your choosing.

Adventure Mode: This is also a gameplay option on the main menu of the game. Adventure Mode is huge. We mean HUGE! There are 128 different Scenarios to play in Adventure Mode and each of them is more challenging than the last. Hold off on playing this until you complete Legend Mode because a lot of the Scenarios will be locked until you've finished the main story of the game. If you love challenge stages, this is your mode.

Gallery: This is an option on the main menu of the game. The Gallery is the place to go if you're wanting to take a look at each of the Warriors you've unlocked, wielding each of the weapons you've unlocked for them.

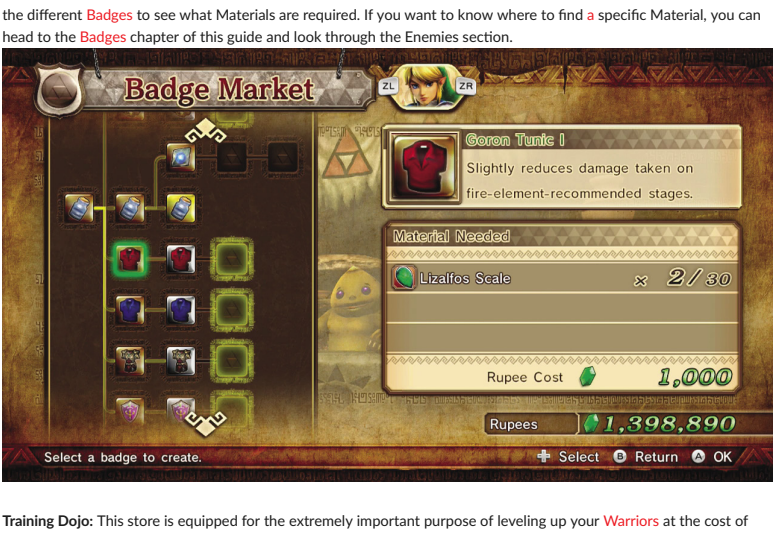
Impa: She is Zelda's loyal bodyguard and your second playable Warrior. Impa's Big Knife enables her to use powerful water magic and also has excellent range. Her Strong Attacks with it are varied and are excellent for hitting large numbers of enemies at once. She hits harder that most of the other Warriors and is speedy to boot. Impa is a definite asset to your team.

How Bazaar

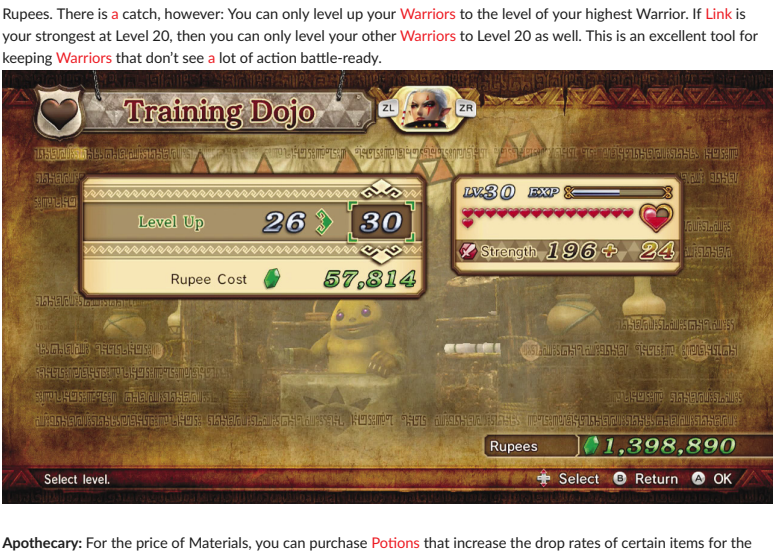
You also have the ability to visit the Bazaar, a marketplace where you can buy potions and upgrade your Warriors' weapons, levels, and abilities.

To get to the Bazaar press ⊕ at any time before selecting your Warrior and their weapon. This will lead you to the Bazaar screen which will have four options (though the Smithy will be closed for the time being). The different options are:

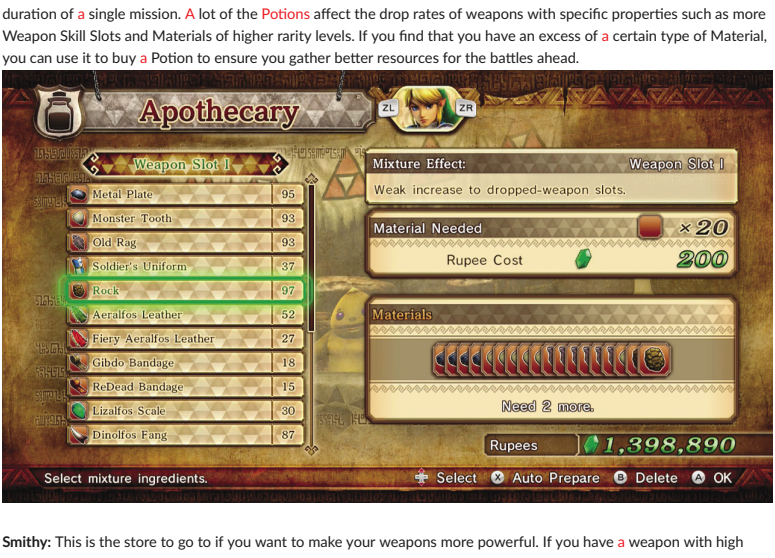
- **Badge Market:** This is where you can purchase badges using both Rupees and Materials you've collected by defeating Captains. Here you'll be able to upgrade various aspects of your Warrior, like the length of the Special Bar, how quickly you capture Keeps, and your resistance to certain elements. Be sure to check back here often and look through each of the different Badges to see what Materials are required. If you want to know where to find a specific Material, you can head to the Badges chapter of this guide and look through the Enemies section.


Badge Market
ZL
ZR
Goron Tunic I
Slightly reduces damage taken on fire-element-recommended stages.
Material Needed
Lizalfos Scale
x 2/30
Rupee Cost
1,000
Rupees
1,398,890
Select a badge to create.
Select
Return
OK

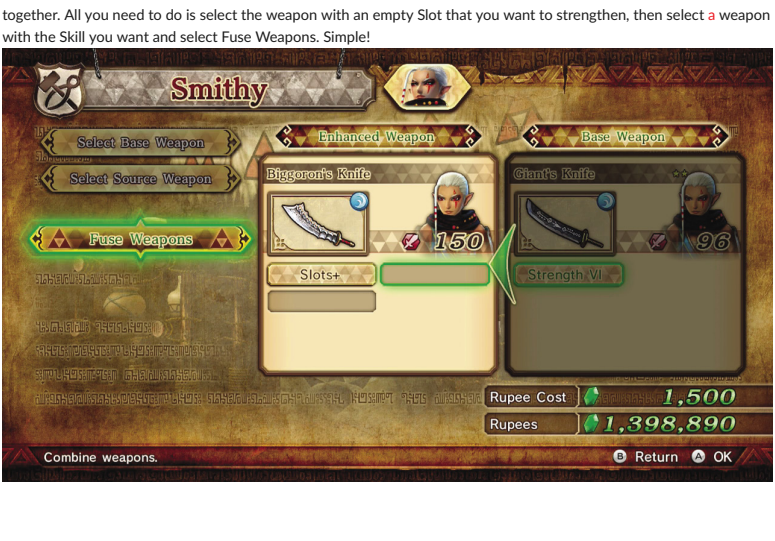
- **Training Dojo:** This store is equipped for the extremely important purpose of leveling up your Warriors at the cost of Rupees. There is a catch, however: You can only level up your Warriors to the level of your highest Warrior. If Link is your strongest at Level 20, then you can only level your other Warriors to Level 20 as well. This is an excellent tool for keeping Warriors that don't see a lot of action battle-ready.


Training Dojo
Level Up
26
30
Rupee Cost
57,814
LV 30
EXP
Strength
196 + 24
Rupees
1,398,890
Select level.
Select
Return
OK

- **Apothecary:** For the price of Materials, you can purchase Potions that increase the drop rates of certain items for the duration of a single mission. A lot of the Potions affect the drop rates of weapons with specific properties such as more Weapon Skill Slots and Materials of higher rarity levels. If you find that you have an excess of a certain type of Material, you can use it to buy a Potion to ensure you gather better resources for the battles ahead.


Apothecary
Weapon Slot I
Metal Plate 95
Monster Tooth 93
Old Rag 93
Soldier's Uniform 37
Rock 97
Aeralfos Leather 52
Fiery Aeralfos Leather 27
Gibdo Bandage 18
ReDead Bandage 15
Lizalfos Scale 30
Dinolfos Fang 87
Mixture Effect:
Weapon Slot I
Weak increase to dropped-weapon slots.
Material Needed
x 20
Rupee Cost
200
Materials
Need 2 more.
Rupees
1,398,890
Select mixture ingredients.
Select
Auto Prepare
Delete
OK

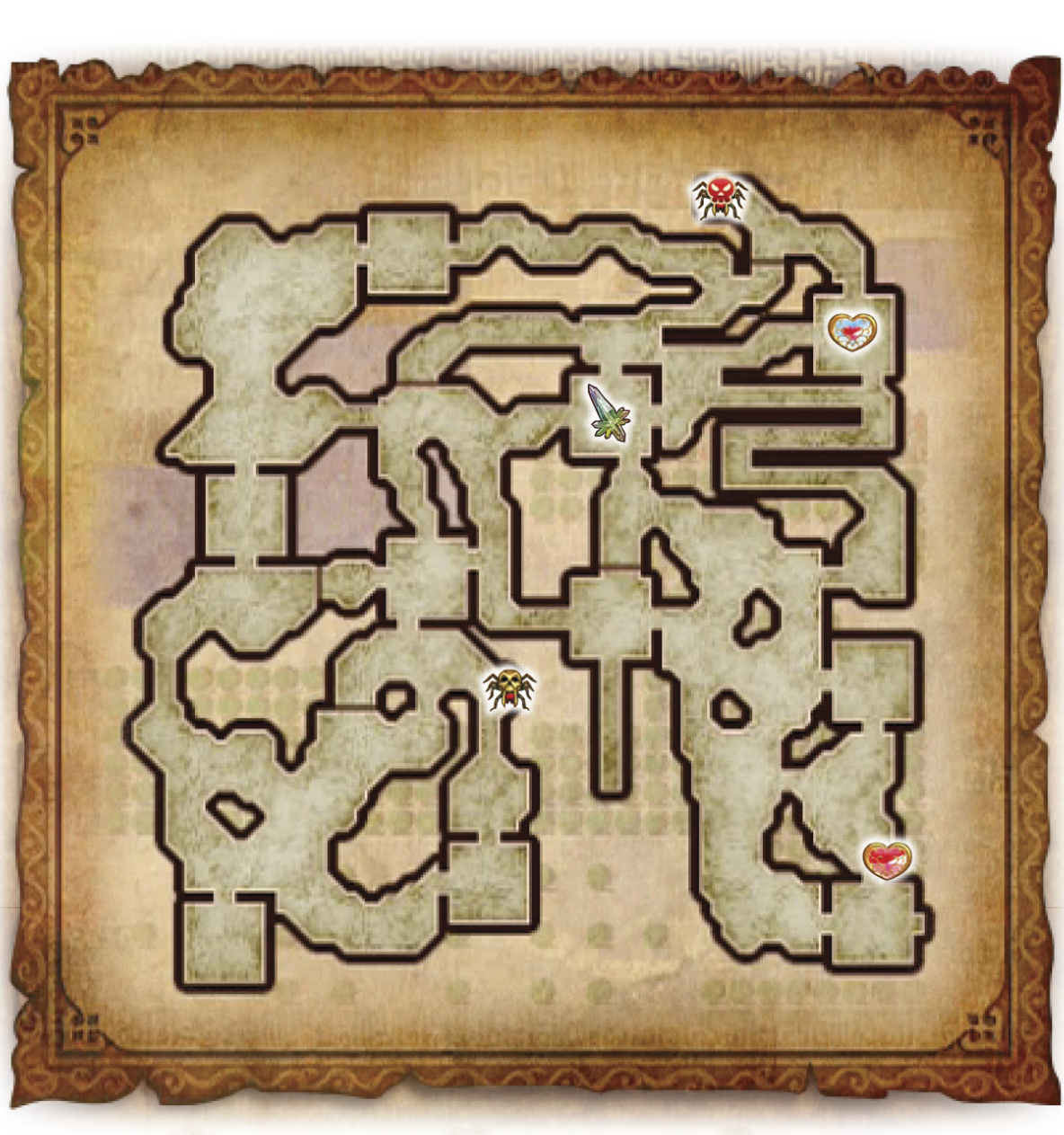
- **Smithy:** This is the store to go to if you want to make your weapons more powerful. If you have a weapon with high attack power, but no Weapon Skills in its Slots, you can take a weaker weapon with a Skill you want and fuse them together. All you need to do is select the weapon with an empty Slot that you want to strengthen, then select a weapon with the Skill you want and select Fuse Weapons. Simple!


Smithy
Select Base Weapon
Select Source Weapon
Fuse Weapons
Enhanced Weapon
Biggoron's Knife
150
Slots+
Base Weapon
Giant's Knife
96
Strength
Rupee Cost
1,500
Rupees
1,398,890
Combine weapons.
Return
OK

Use these stores frequently and you'll have Warriors that could even challenge the goddesses themselves.

Legend Mode

The Sheikah Tribesman: Eldin Caves



1000 SKULLTULA
PIECE OF HEART
BOW
HARD SKULLTULA
SEALED WEAPON
BOOMERANG
HEART CONTAINER
BOMBS
HOOKSHOT

Playable Characters

Link Impa

Heart Container

Impa

Piece of Heart

Link

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Impa's Giant's Blade—Defeat Wizzro without allowing a Bombchu to be defeated and keep Impa and Sheik alive.

Unlockables

Link's Fire Rod
Sheik

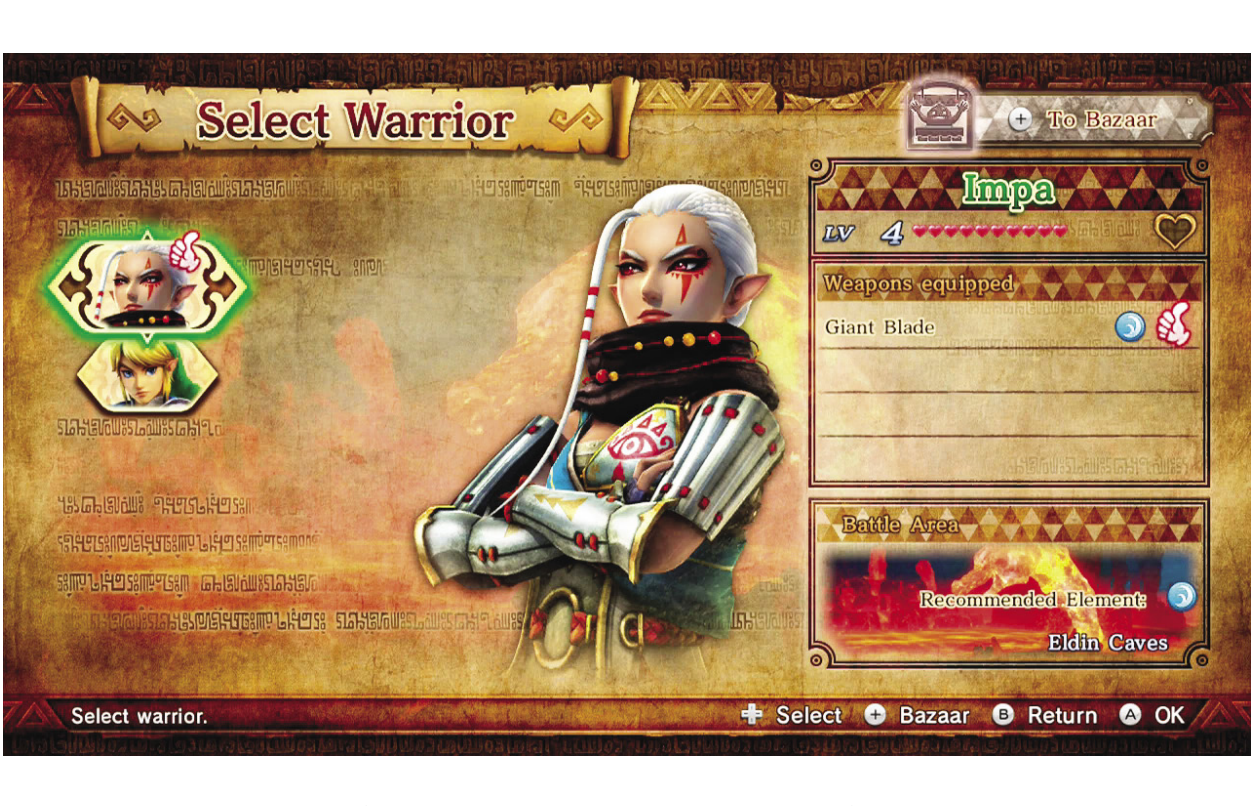
Victory Conditions

Help Link and Impa escape the Eldin Caves.

Defeat Conditions

If Link/Impa Flees.

Fair Play

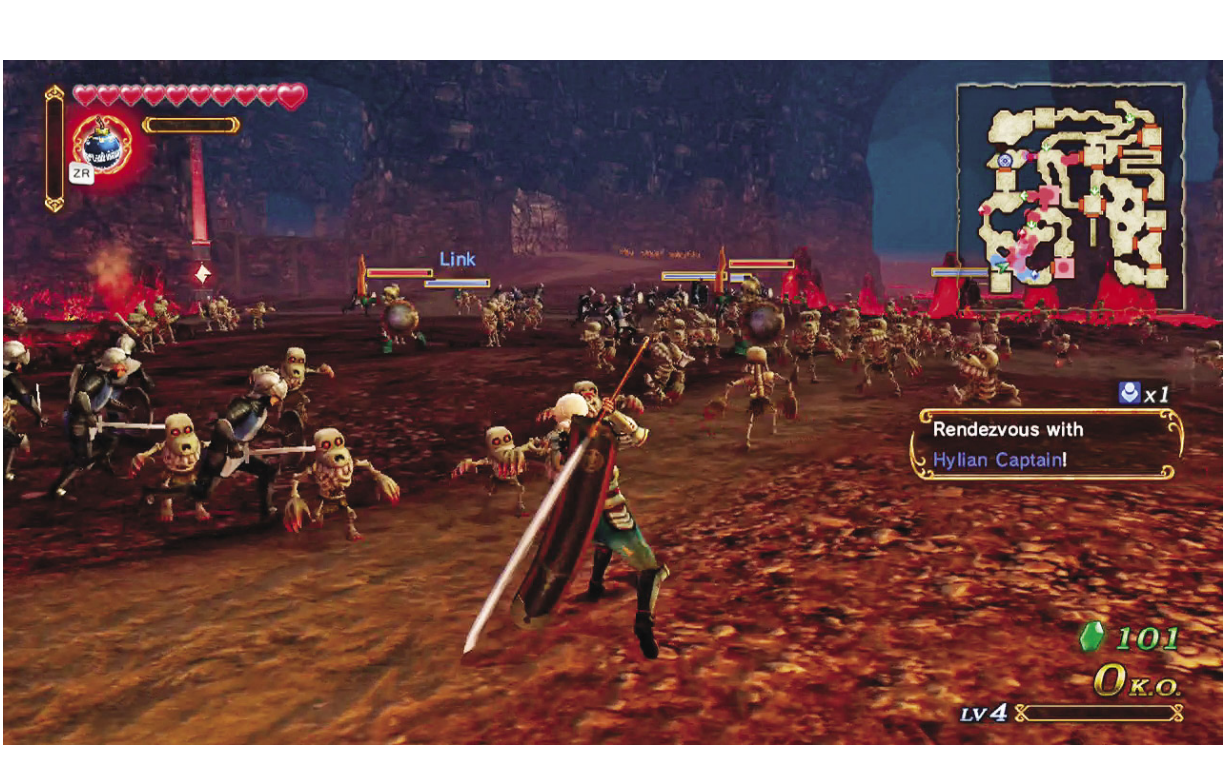

Select Warrior
To Bazaar
Impa
LV 4
Weapons equipped
Giant Blade
Battle Area
Recommended Element
Eldin Caves
Select warrior.
Select Bazaar Return OK

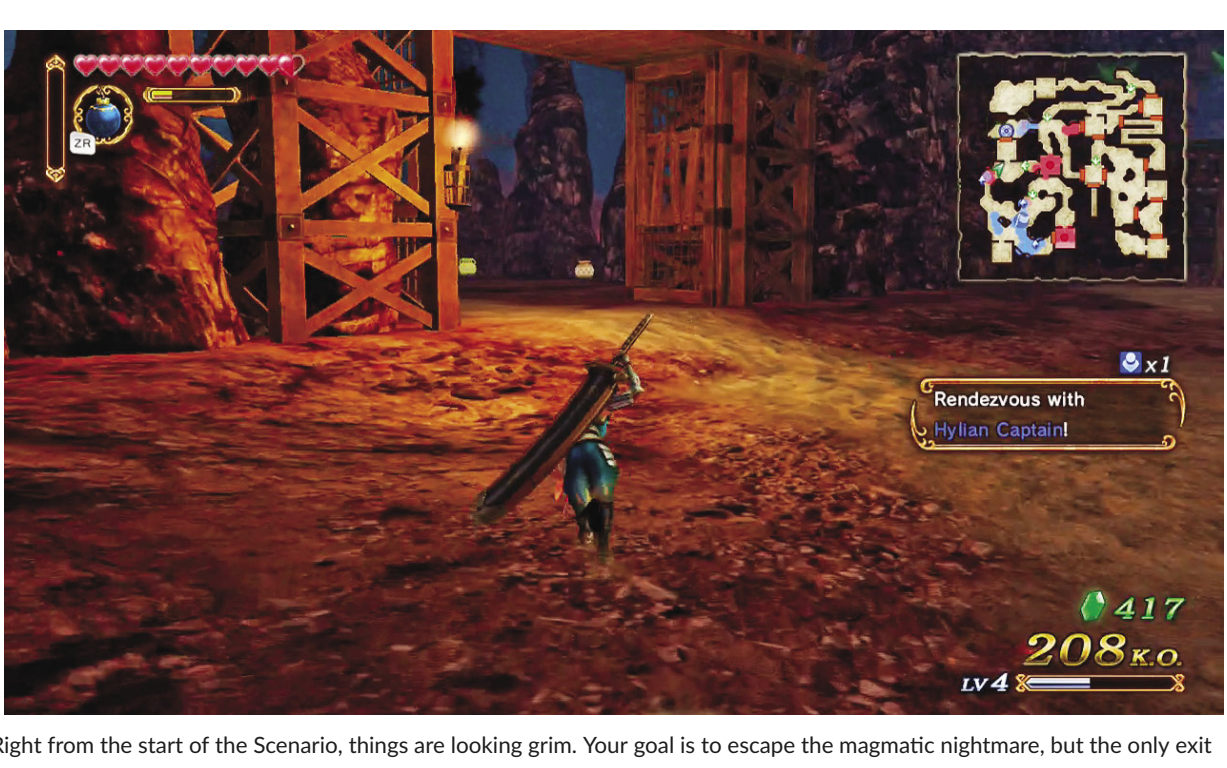
Before the start of this Scenario, you'll have the ability to select between Link or Zelda's Sheikah bodyguard, Impa. Impa is recommended for the next level because of her use of water-based Strong Attacks, but you are free to select whichever Warrior you enjoy playing the most. Just make sure not to overuse a single Warrior: During your time with *Hyrule Warriors*, you'll be forced to play with specific Warriors and weapons, so making sure each of your Warriors gets attention is key to making the many challenges you'll face as easy as possible.

Fire Walker

Weeks after the battle in Hyrule Field, Impa hears whispers of a young woman leading a resistance group in the Faron Woods. Hoping that Zelda is that young woman, she and Link head north to discover who this mystery girl is. But to reach the woods, they must first make their way through the Eldin Caves, a lava-filled deathtrap that only the most courageous and skilled warriors have any hope of surviving.

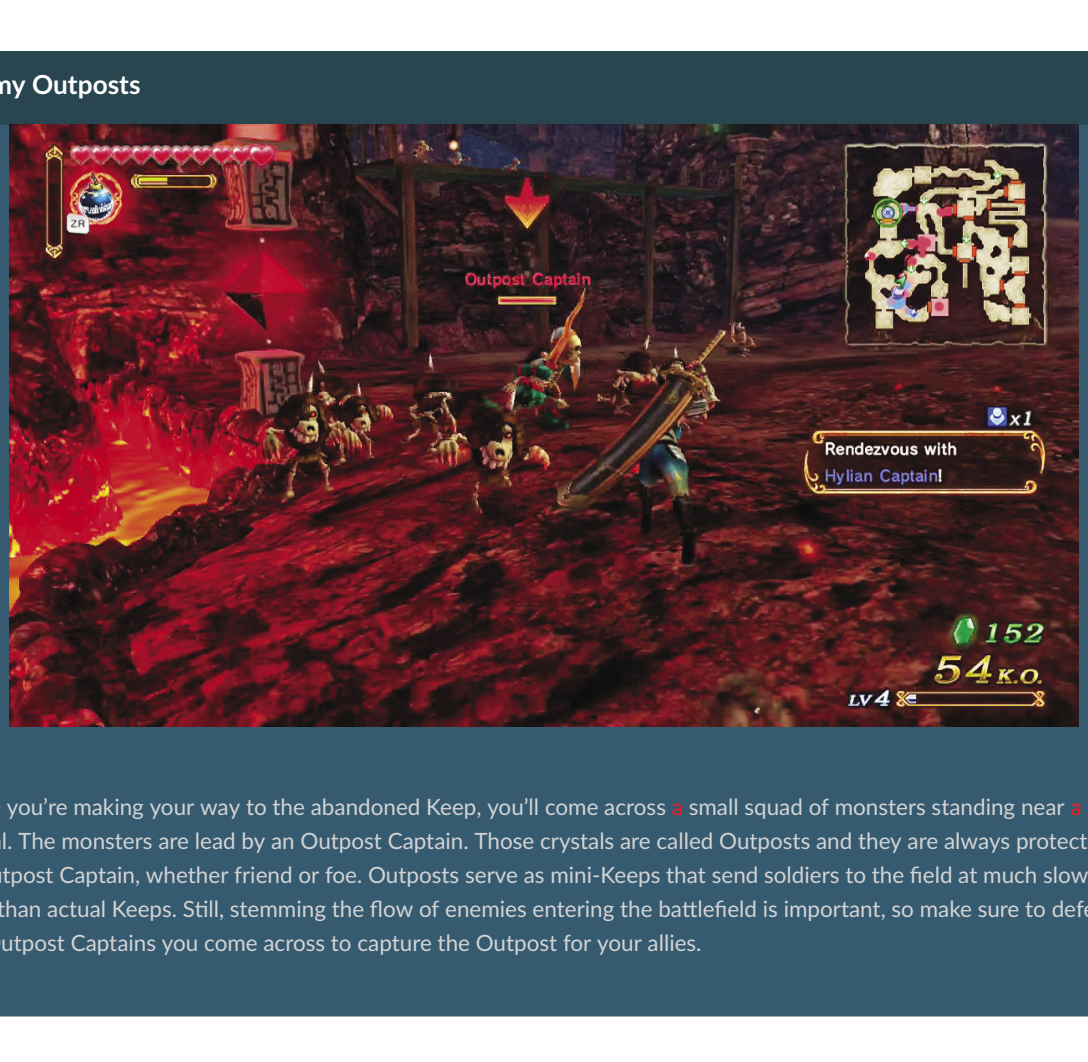
Rendezvous with the Hylian Captain


Link
Rendezvous with Hylian Captain!
101
0 K.O.
LV 4

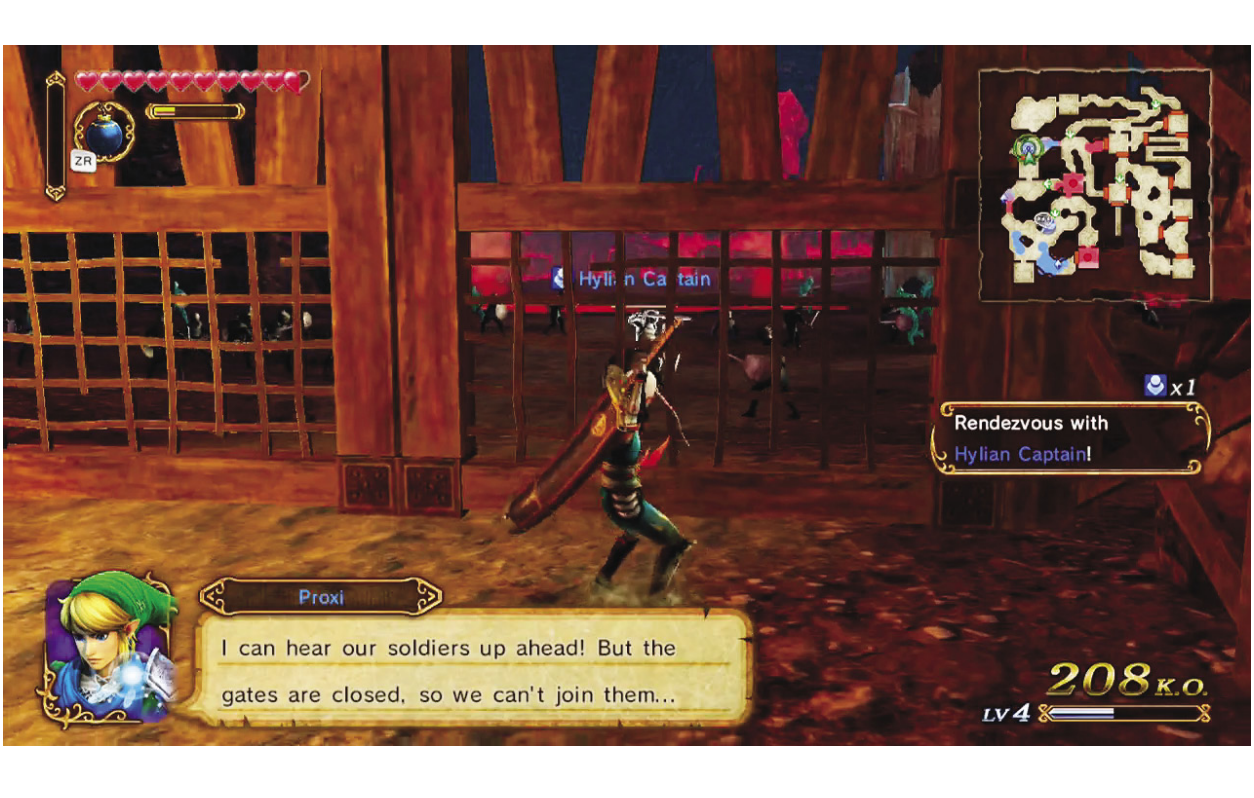

Rendezvous with Hylian Captain!
417
208 K.O.
LV 4

Right from the start of the Scenario, things are looking grim. Your goal is to escape the magmatic nightmare, but the only exit out of the cave is blocked off. To make matters worse, a squad of Hylian knights is stuck a little too close to the lava and it's getting too hot for comfort. As if that weren't enough, monsters start pouring out from an unknown source to attack Impa and Link. If you have any hope of stemming the flow of enemies, you'll first need to meet up with the leader of the Hylian knight squad by heading north immediately after starting the Scenario.

Enemy Outposts

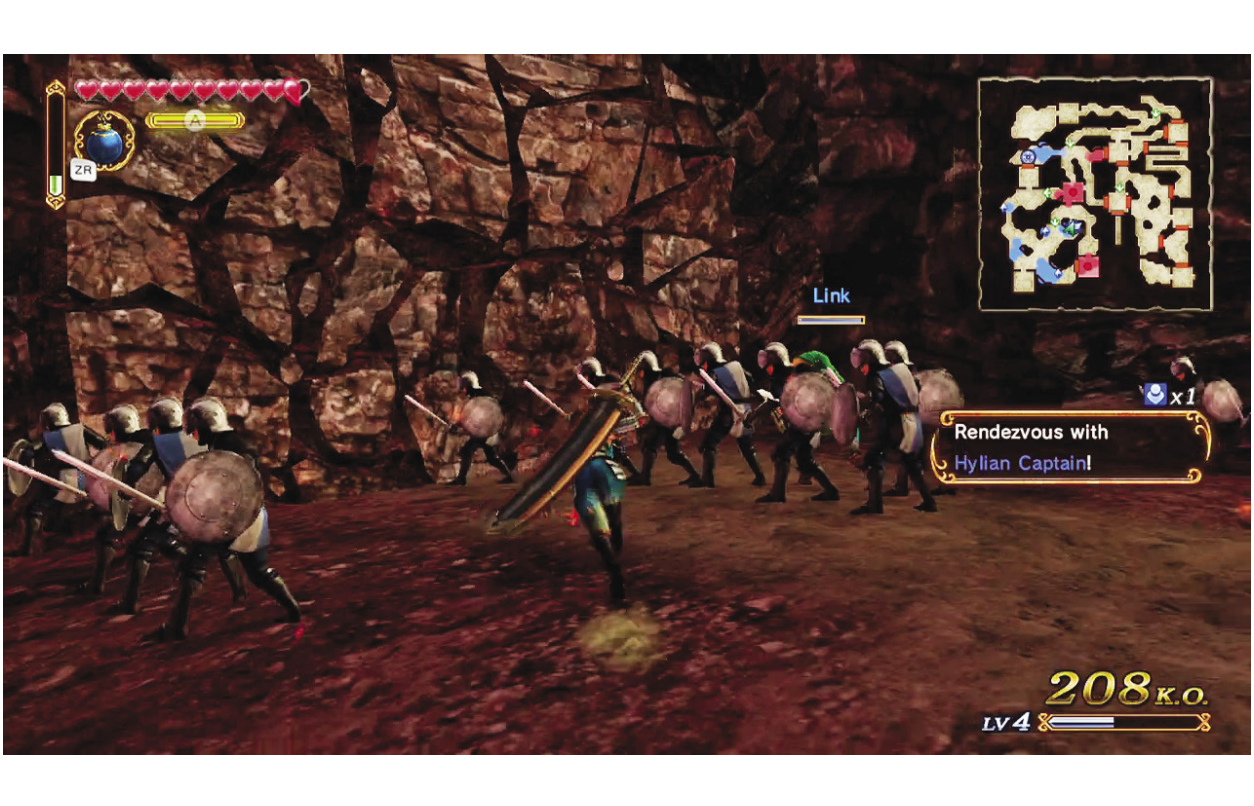

Outpost Captain
Rendezvous with Hylian Captain!
152
54 K.O.
LV 4

While you're making your way to the abandoned Keep, you'll come across a small squad of monsters standing near a red crystal. The monsters are lead by an Outpost Captain. Those crystals are called Outposts and they are always protected by an Outpost Captain, whether friend or foe. Outposts serve as mini-Keeps that send soldiers to the field at much slower rates than actual Keeps. Still, stemming the flow of enemies entering the battlefield is important, so make sure to defeat any Outpost Captains you come across to capture the Outpost for your allies.


Hylian Captain
Rendezvous with Hylian Captain!
Proxi
I can hear our soldiers up ahead! But the gates are closed, so we can't join them...
208 K.O.
LV 4

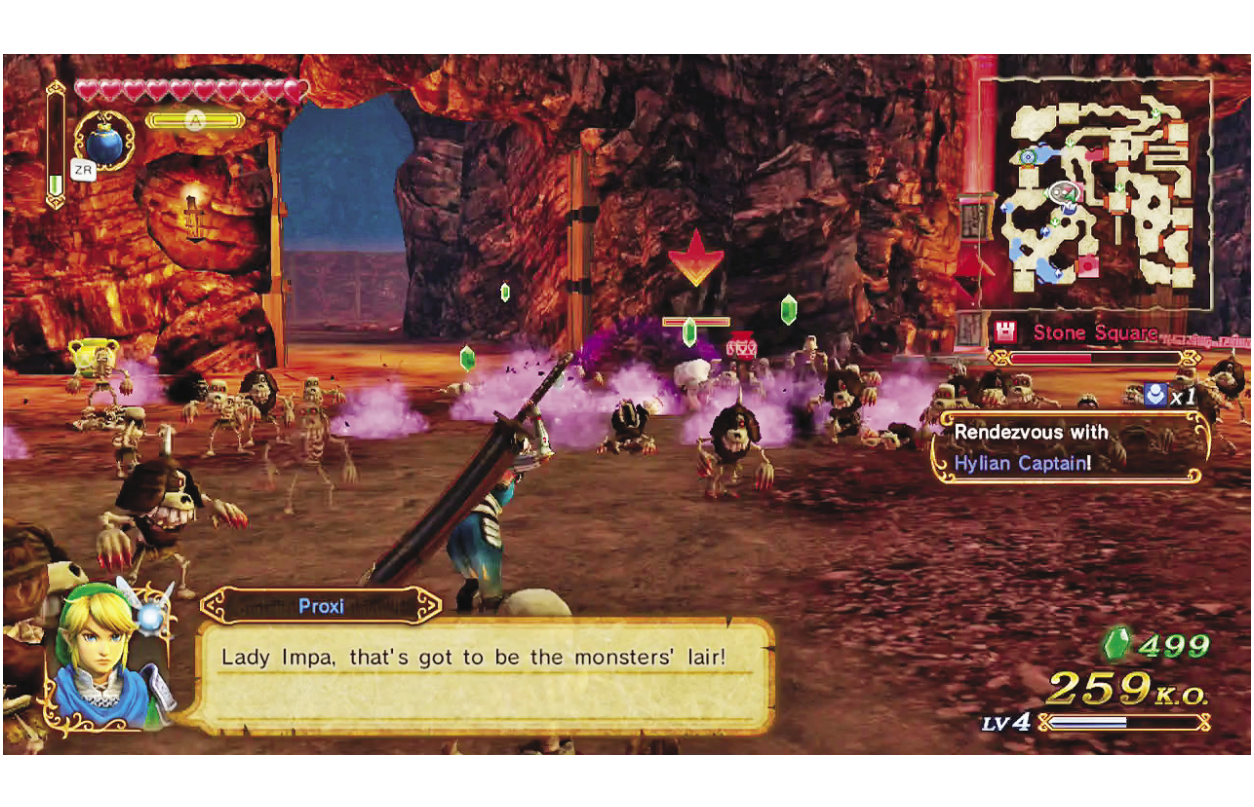
An abandoned Keep is just north of the Keep where you start the Scenario. You can safely leave your allies to battle with the monster hordes while you head over to the Hylian Captain's location. As soon as you enter the Keep, it becomes apparent that the gate is locked. Looks like we'll have to find another route.

Reroute to the Captain!

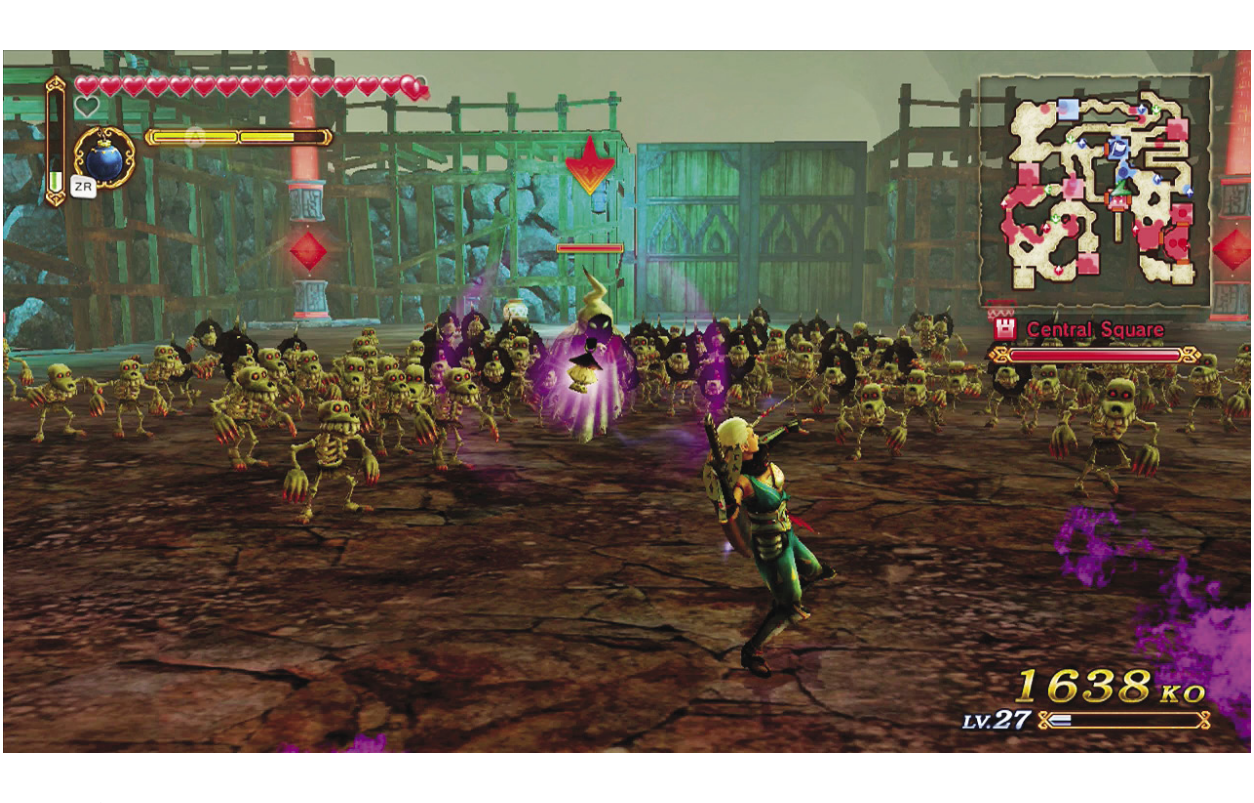

Link
Rendezvous with Hylian Captain!
208 K.O.
LV 4

Just below the Stone Square Keep is a wall that looks awfully brittle. Perhaps a small explosion would be enough to make it crumble? Well, let's find out! Run over to the wall, which is marked with an X on your minimap, and throw one of your Bombs at it.

Stem the Flow of Monsters

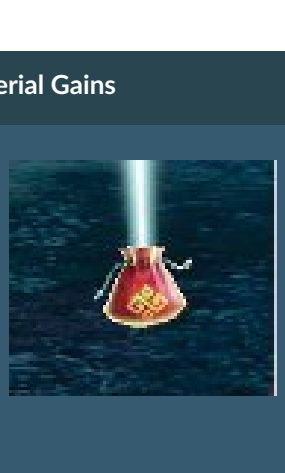

Stone Square
Rendezvous with Hylian Captain!
Proxi
Lady Impa, that's got to be the monsters' lair!
499
259 K.O.
LV 4

It worked! Now you can get into the South Square and Stone Square Keeps. If you capture those Keeps, you stop the never-ending flow of enemies onto the field. Don't worry about rushing: Nothing on the battlefield is going to change much until you reach the Hylian Captain, which means you can take your time knocking out the two Keeps, so long as nothing is attacking the Captain.


Central Square
1638 K.O.
LV.27

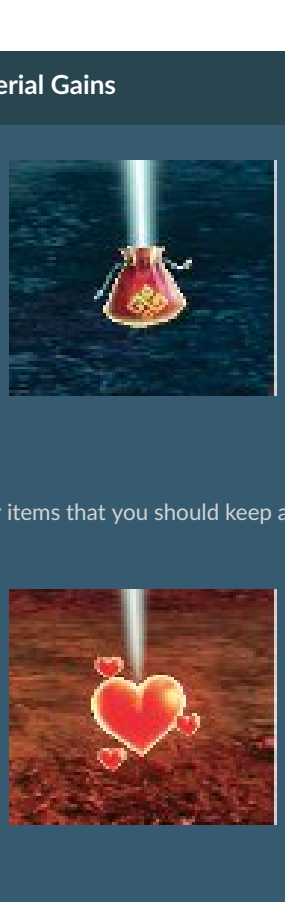
Once you're inside the Keep, you find a new type of enemy Captain: a Big Poe. Big Poes are ghastly ghosts that carry around torches that they use throw spectral fire at their enemies. These ghoulies are some of the more evasive enemies in the game, teleporting after they're hit a few times. To take them out, keep attacking them until they knock you away with a Force Blast. At this point, they'll teleport a few times. Lay off them until they begin charging up an attack. Get behind them, wait for them to use whatever attack they're charging, and then their Weak Point Mark will pop up. It usually takes two tries to get the Weak Point Mark low enough to do a Smash, so don't sweat it if the Big Poe gets away from you before you can defeat it. Just keep at it and you'll knock it out!

Material Gains



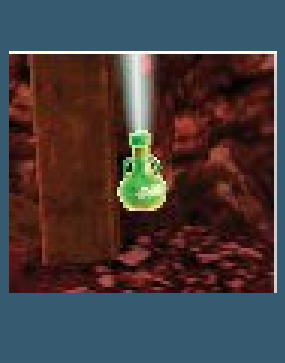
Most Captains drop Materials upon being defeated. Materials are used to create Potions at the Apothecary and craft new Badges at the Badge Market at the Bazaar. Picking up Materials is extremely important and an opportunity to grab one shouldn't be missed.

Other items that you should keep an eye out for are Hearts, Triforce Piece, and Magic Jar power-ups



Hearts are used to heal your Warrior. They, like all power-ups, come in a variety of flavors, each one healing a different amount, depending on the Heart's size.

Triforce Pieces fill your Special Attack bars. The most common version of these power-ups fills a third of a single bar.

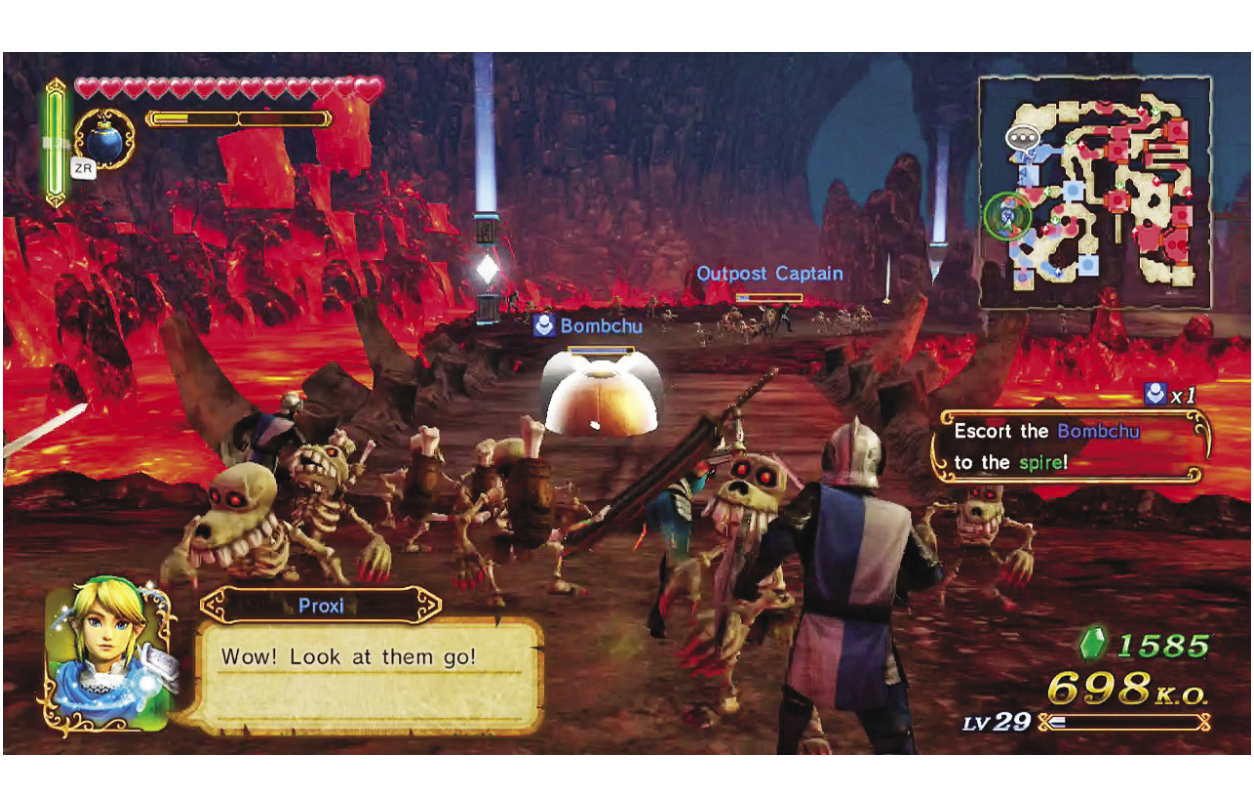


Magic Jars fill your Focus Attack meter by 20 percent with each standard power-up. There are bigger Magic Jars that fill your meter up fully, but you'll usually find the smaller ones during your battles in *Hyrule* Warriors.

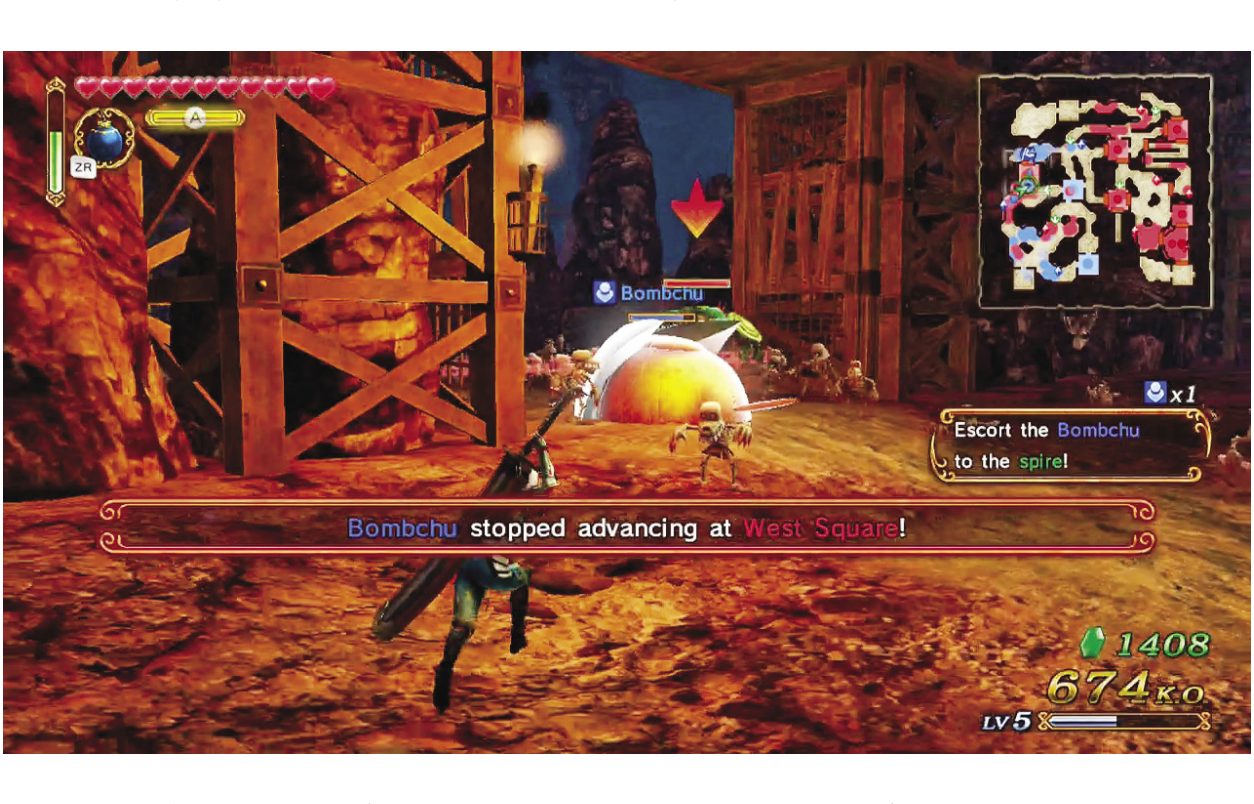
It should also be mentioned that you can find Sub-Weapon power-ups for every Sub-Weapon you've unlocked. Each one makes your Sub-Weapon more powerful and changes it dramatically during the duration of the power-up. You can find details about each one in the Hero Training section of the guide. Otherwise, just experiment with each Sub-Weapon power-up and learn their effects for yourself.

You can also find most of these items by defeating enemy Captains, by cutting tufts of grass, or inside the jars that are often found inside Keeps. Make sure to look out for these power-ups and make a mental note of them as you go. If you run into a tough spot in a Scenario you can use jars and power-ups dropped by Captains to give yourself a much needed boost.

Bombchu Escorting


Outpost Captain
Bombchu
Escort the Bombchu to the spire!
Proxi
Wow! Look at them go!
1585
698 K.O.
LV 29

Once you reach the Hylian Captain, your ally will notice a stone spire that seems like it would make a good bridge. But how do we knock it down? Like an answer to our prayers, a Goron Captain enters the Eldin Caves with a highly explosive Bombchu in tow. He's got an idea on how to knock that spire down and it most certainly involves that metallic mouse, but he needs assistance getting it to the spire. The problem is, an evil wizard has summoned a whole lot of monsters to do away with Link and Impa. You're going to have to act fast if you want to avoid having the Bombchu blown up.

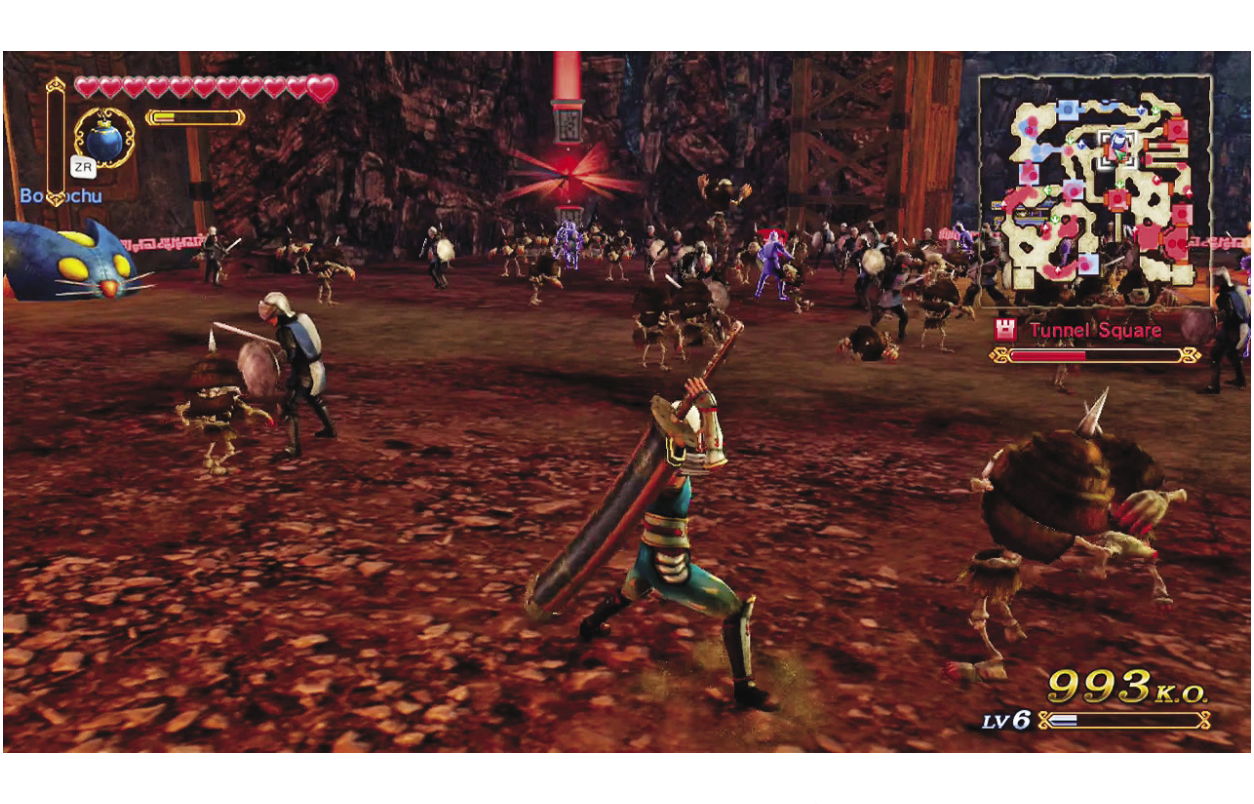

Bombchu
Escort the Bombchu to the spire!
Bombchu stopped advancing at West Square!
1408
674 K.O.
LV 5

Head to the map's southwest corner (the abandoned Keep where you started this Scenario) and escort the Bombchu. It will stop any time it runs into any enemy with a Health Bar, so make defeating those enemies your highest priority. Once it reaches the West Square Keep, you'll need to capture it to progress. When the Keep is in your possession, the Bombchu will take care of the rest.

Join Your Ally

After the spire falls over, follow Link or Impa up to the northern abandoned Keep to trigger a cinematic. Sheik, a Sheikah Warrior that you might remember from *Ocarina of Time*, will join your group.

The dark wizard also brings some friends of his own into the battlefield; a handful of Captains enter the Eldin Caves through the same entrance you started the Scenario in. You can go fight them to prevent them from taking the Keeps you've already captured, or you can move on to the next mission: Capture the Tunnel Square Keep!

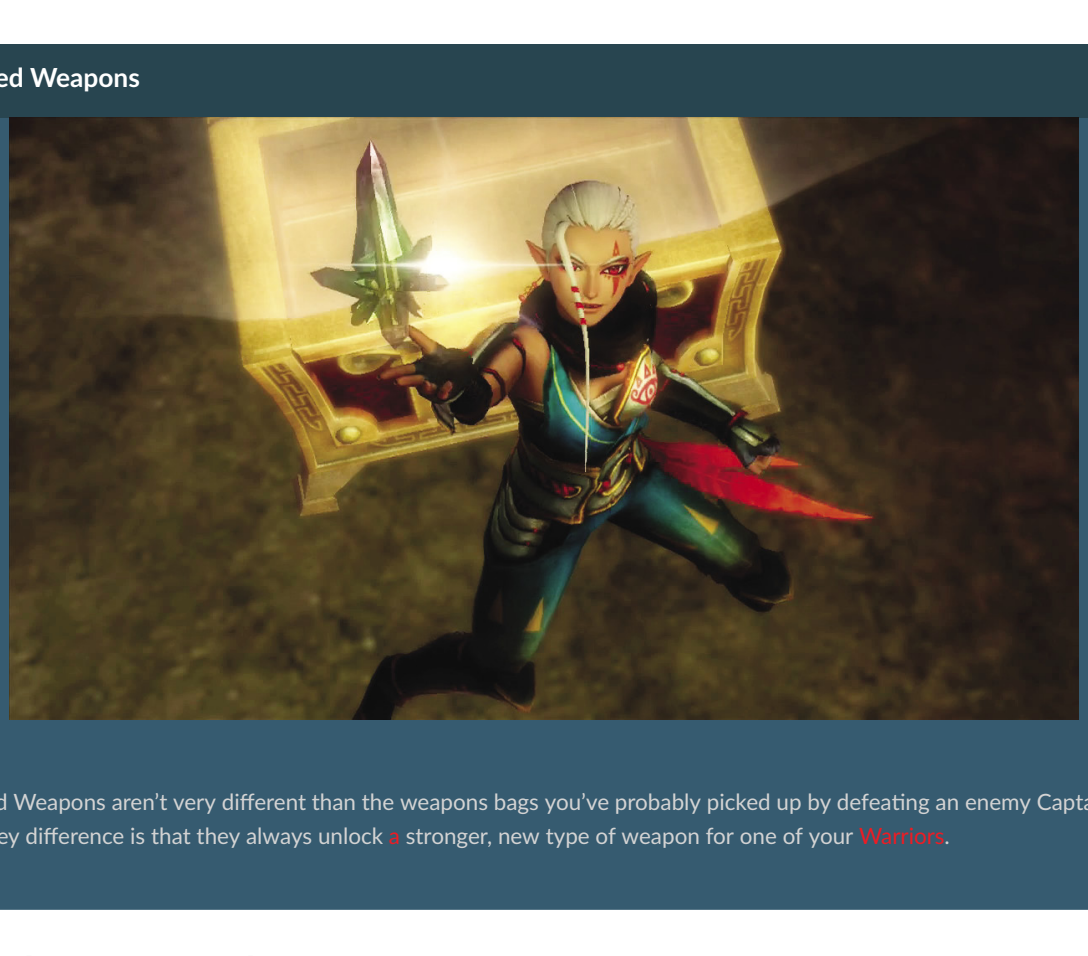

Bombchu
Tunnel Square
993 K.O.
LV 6

Travel with your allied Warrior to the Tunnel Square Keep and capture it. Once you've captured it, a treasure chest containing this Scenario's Sealed Weapon appears. Once you complete the Scenario, the Sealed Weapon will become Link's second weapon, the Magic Rod.

Gold Skulltula Opportunity

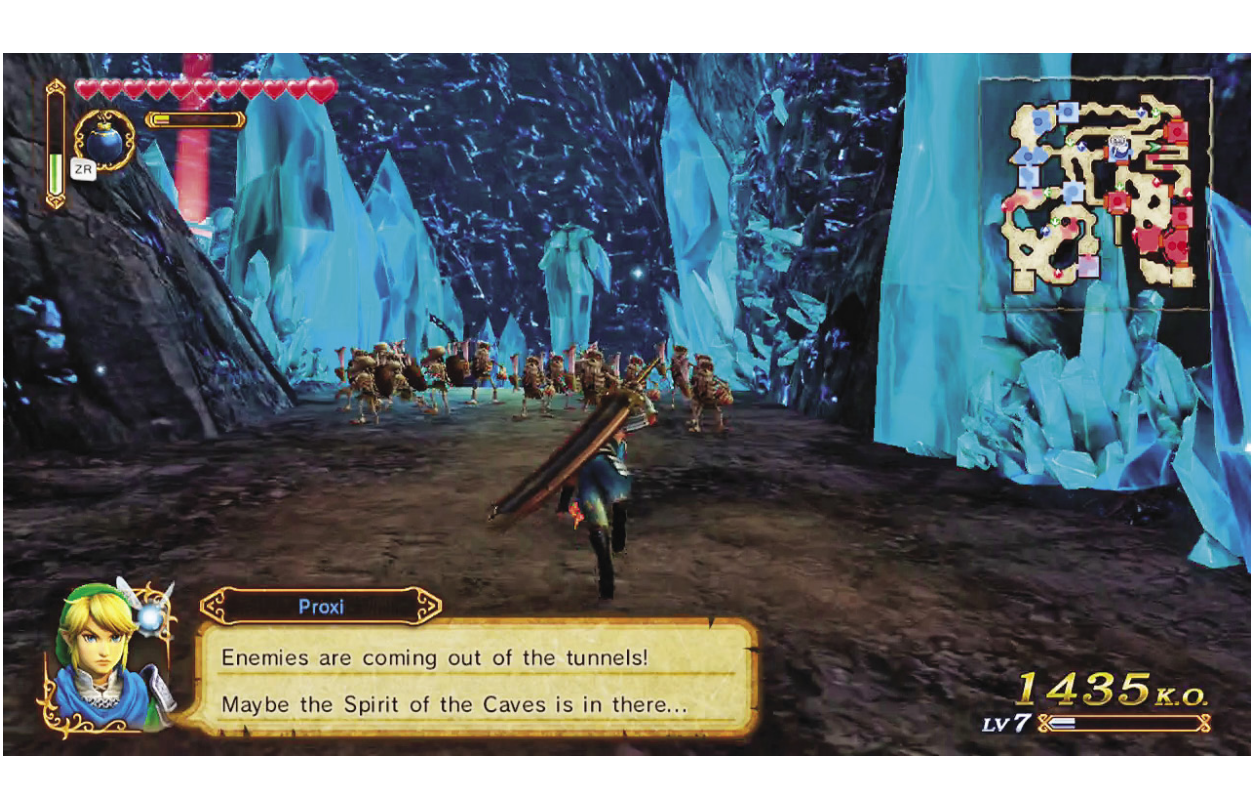
Around this time, you will most likely have defeated 1,000 enemies. If that's the case, head into the tunnel directly below the Stone Square Keep. On the east side of the tunnel is a boulder. If you blow up the boulder with one of your Bombs, you'll reveal the Gold Skulltula. Hit it with your weapon to get your second puzzle piece.

Sealed Weapons

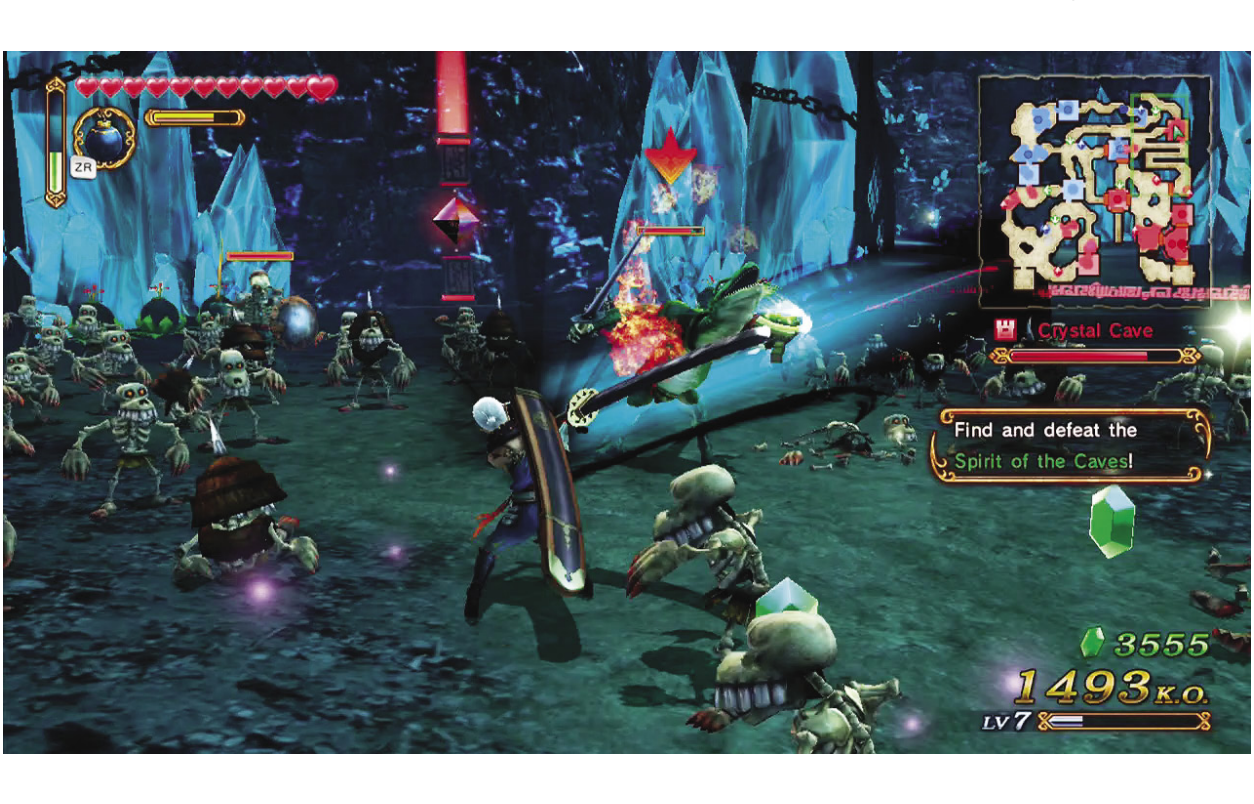


Sealed Weapons aren't very different than the weapons bags you've probably picked up by defeating an enemy Captain. The key difference is that they always unlock a stronger, new type of weapon for one of your Warriors.

Find the Spirit of the Caves


Proxi
Enemies are coming out of the tunnels! Maybe the Spirit of the Caves is in there...
1435 K.O.
LV 7

Even though you capture the Keep, the gates are still closed. The Tunnel Interior gate opens. Monsters begin pouring out of it, which leads your ally to think that there may be some sort of spirit at the end of the tunnel that is summoning the monsters.

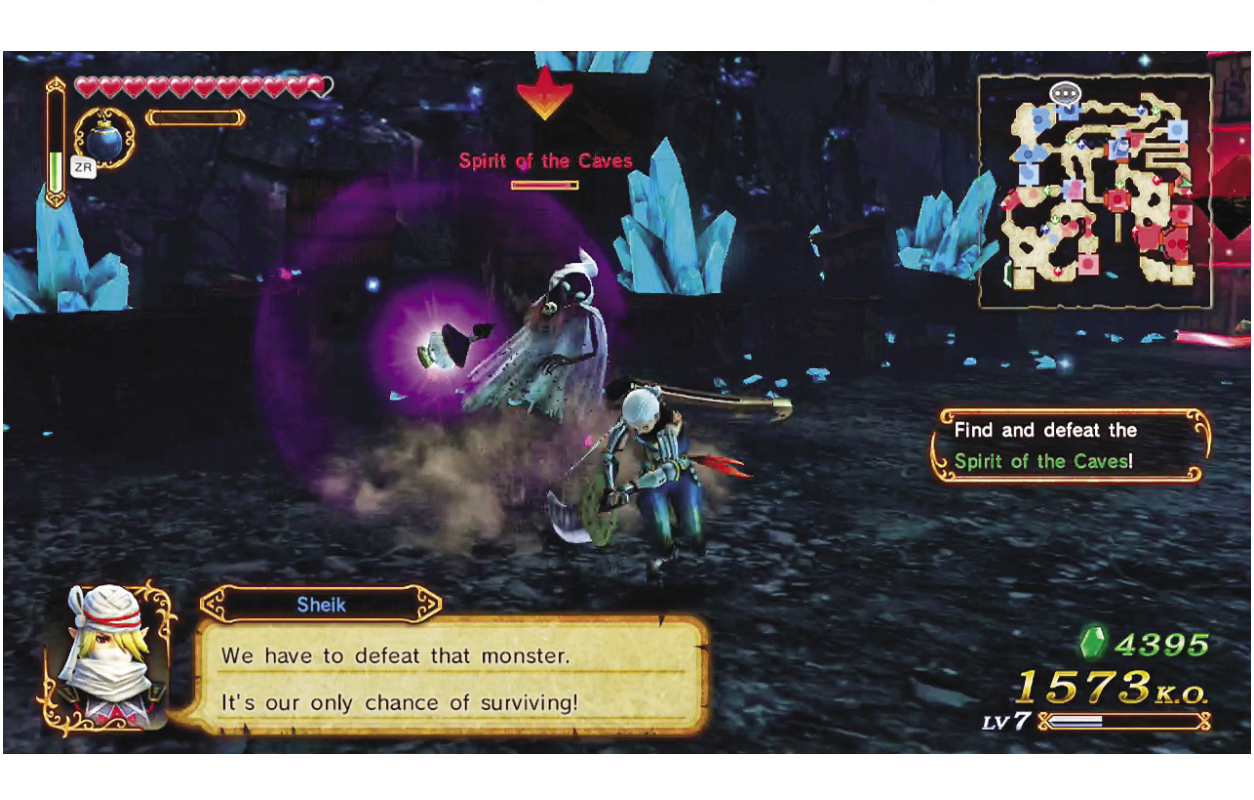

Crystal Cave
Find and defeat the Spirit of the Caves!
3555
1493 K.O.
LV 7

Your next mission is to confirm whether there is, in fact, a Spirit of the Caves, so start by heading west into the zigzagging tunnel system. As soon as you make the first turn, the Crystal Cave Keep, directly north of you, will open. Before you go any farther down the tunnel, head up to the Crystal Cave Keep and defeat Lizalfos. This pesky lizard would have gone directly for your ally and put him or her in danger. This will save you from having to race back and forth around the map to complete your mission and save your ally.

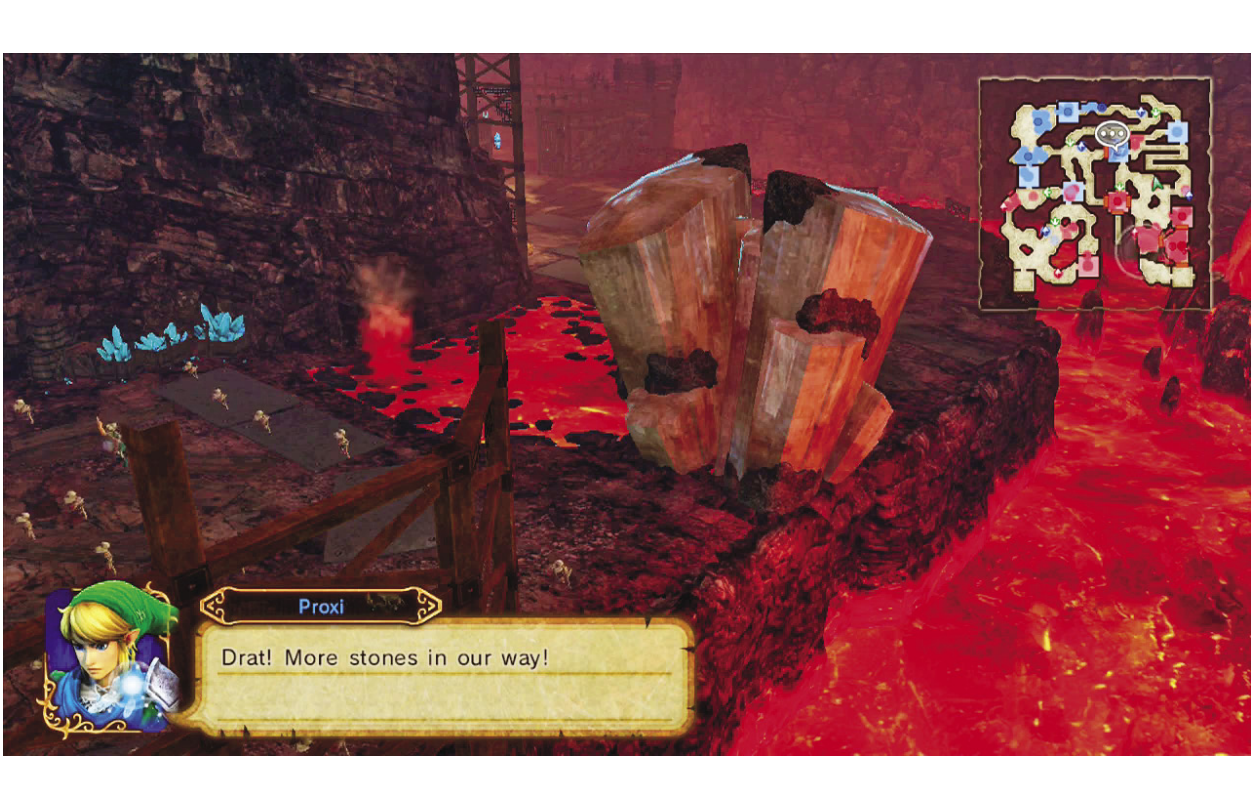
Piece of Heart Opportunity

If you're playing as Link, you can take this opportunity to capture the Crystal Cave Keep to find a Piece of Heart specifically for him. Go get it!

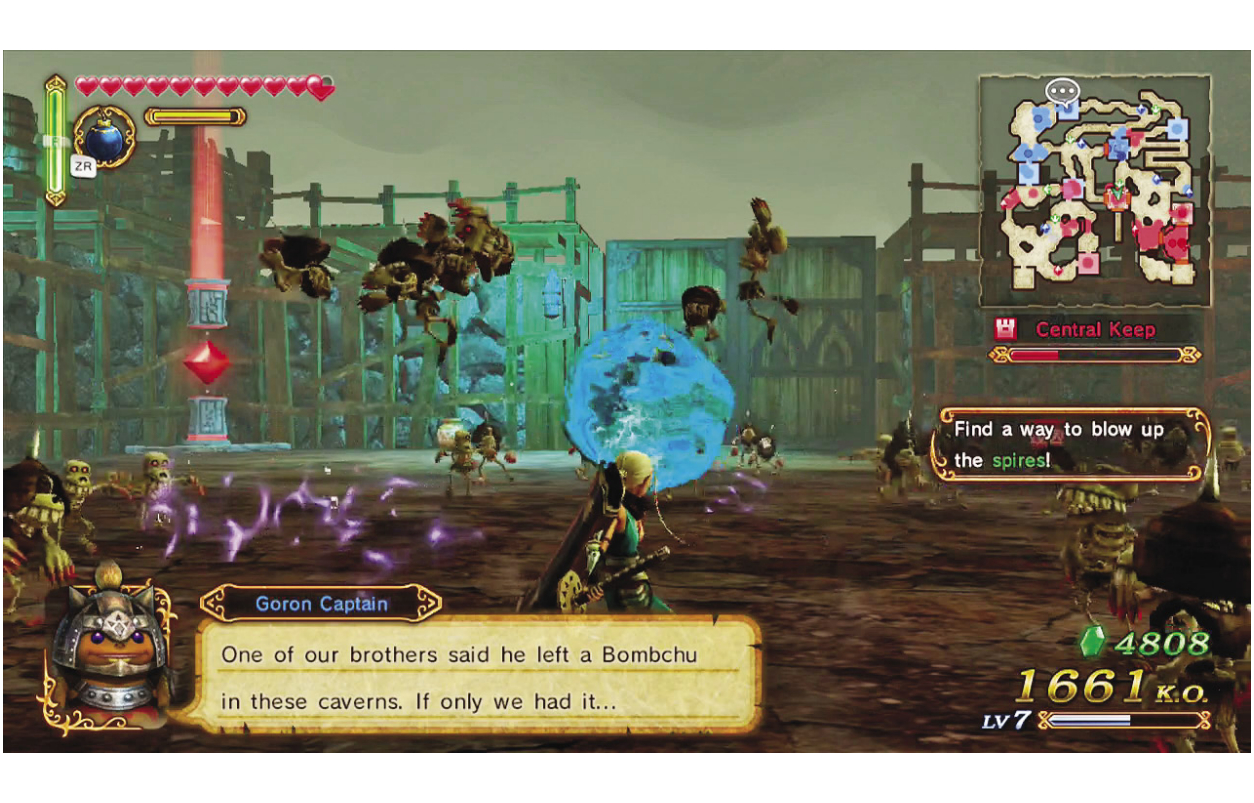
Continue on south through the tunnels and you'll eventually come to the Spirit of the Caves, a Big Poe that's been the source of your recent problems. Defeat it to make the tunnel gate, as well as the Tunnel Square Keep gates open up.


Spirit of the Caves
Find and defeat the Spirit of the Caves!
Sheik
We have to defeat that monster. It's our only chance of surviving!
4395
1573 K.O.
LV 7

Escort the Bombchus to the Rock Spires


Proxi
Drat! More stones in our way!

Your last major mission for this Scenario is to escort two Bombchus to two more rock spires. If the Bombchus can reach the spires, they can blow them up and create a bridge over the lava, giving Link, Impa, and Sheik a path out of the Eldin Caves. Before you can start escorting Bombchus, however, you must first find them. You already have one in your control in the Tunnel Square Keep, so you need to find only one more to continue with the escape plan.

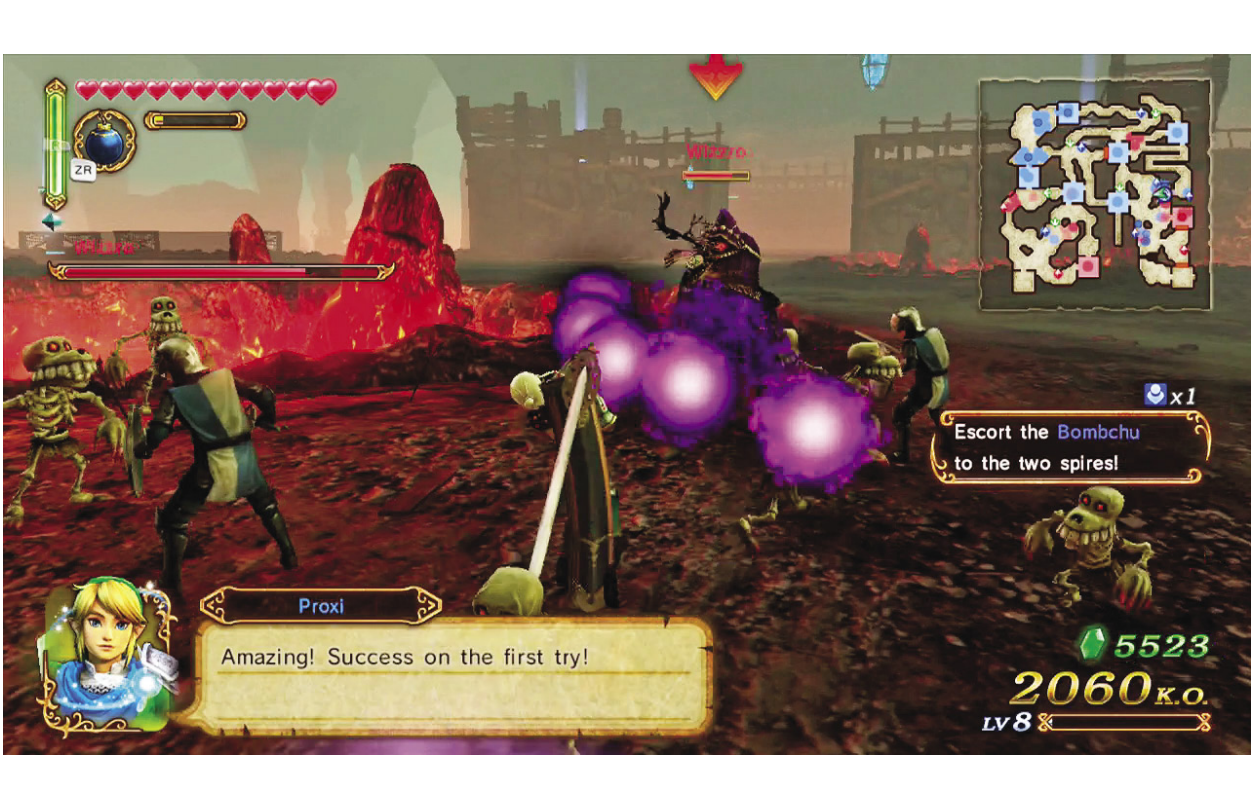

Central Keep
Find a way to blow up the spires!
Goron Captain
One of our brothers said he left a Bombchu in these caverns. If only we had it...
4808
1661 K.O.
LV 7

Two locations are marked on your map: The Stock Room Keep and the Central Square Keep. Go ahead and ignore the Stock Room Keep and head directly to the Central Square Keep; the Stock Room is woefully undersupplied with Bombchus at the moment.

Twisted Wizard Wizzro

Twisted Wizard
Wizzro

You must first capture the Keep to gain control of the Bombchu. After you've accomplished that feat, both Bombchus begin making their way to the southern spires. Your job now is to make sure they get there in one piece. Remember: All you have to do is defeat anything with a Health Bar and the Bombchus will get going again. The main challenge you're going to face here is the dark wizard, Wizzro.


Escort the Bombchu to the two spires!
Proxi
Amazing! Success on the first try!
5523
2060 K.O.
LV 8

Wizzro is a lot like a Big Poe in that he shoots spectral fire everywhere. The easiest way to defeat him is by standing in front of him with your guard raised—use ZL to block. We'll call this "Bating." The goal of Bating is to get Wizzro to perform Strong Attacks, so that he reveals his Weak Point Mark. If you're blocking, his attacks won't damage you. All you need to do is roll toward him as soon as his Weak Point Mark appears, then let him taste your cold steel. Boom! An easy Weak Point Smash. If you repeat this method a few times, Wizzro will retreat from the battle. Just clean up the rest of the Captains near the Bombchu and watch it head toward the spires to finish its job.

Hard Gold Skulltula Opportunity

You'll need Impa for this Skulltula to appear on the battlefield. Defeat Wizzro without allowing any of the Bombchus that appear throughout the Scenario to be destroyed to make the Skulltula appear on a ledge north of the Crystal Cave Keep. You need a Hookshot to reach it, but once you're up there it's all yours.

Once the first Bombchu explodes, the second one will be primed to begin its journey toward the remaining spire. Guide it there, clear up any remaining Captains that block its path and you'll be home free!

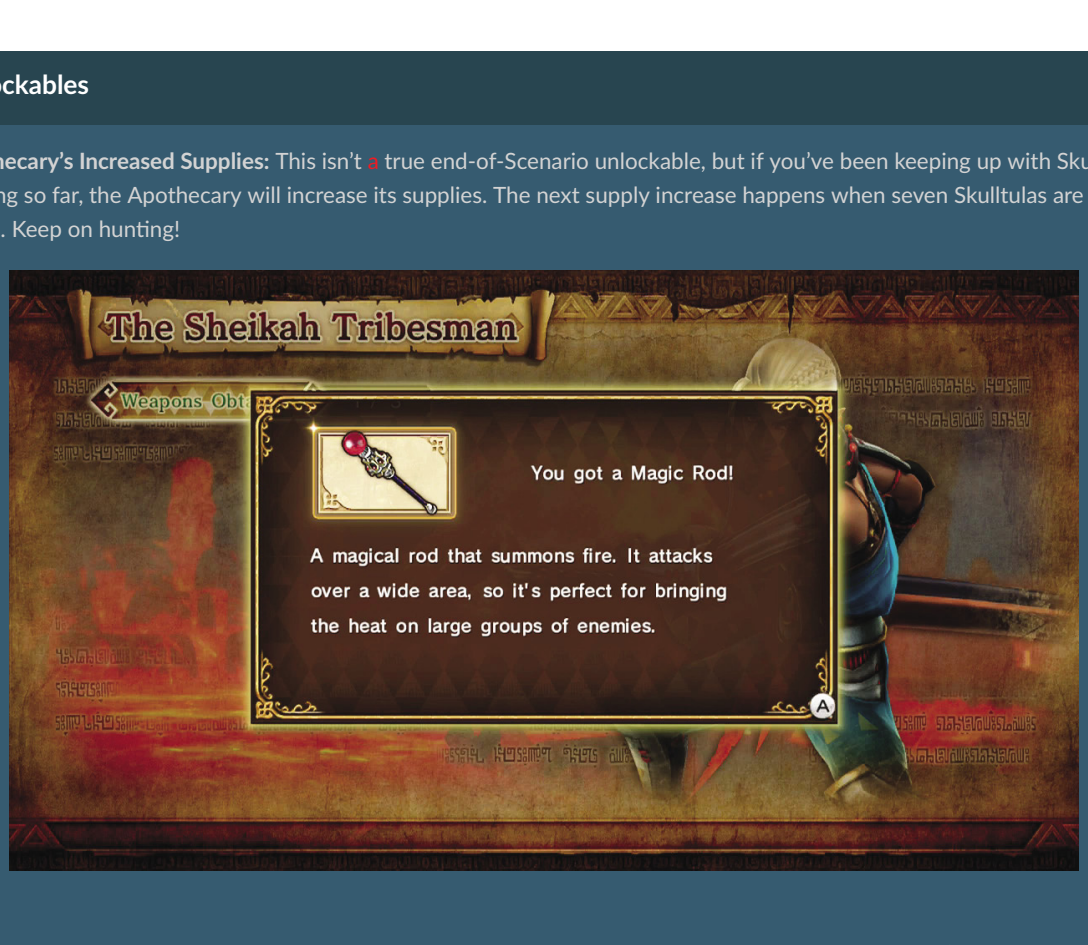
Heart Container Opportunity

Just before exiting the level, make sure to destroy the boulder the right of the Cave Exit Keep's northern entrance to find a chest containing a Heart Container for Impa. Keep in mind that you must be playing as Impa to collect this item; if you attempt to find this item with any other Warrior, the chest will appear as a standard brown chest that will only contain Rupees and power-ups.

Head to the abandoned Keep in the southeast corner of the map to complete the Scenario. Good work!

Unlockables

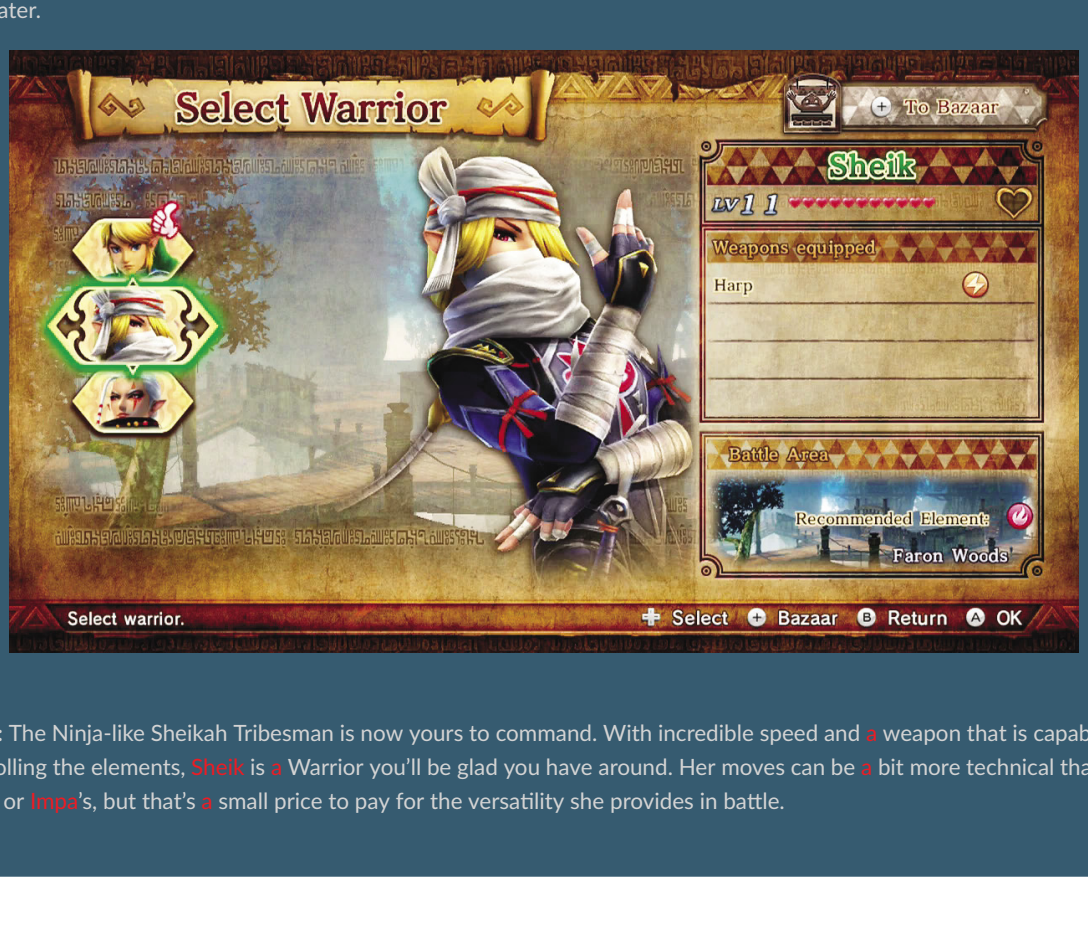
Apothecary's Increased Supplies: This isn't a true end-of-Scenario unlockable, but if you've been keeping up with Skulltula hunting so far, the Apothecary will increase its supplies. The next supply increase happens when seven Skulltulas are found. Keep on hunting!


The Sheikah Tribesman
Weapons Obt

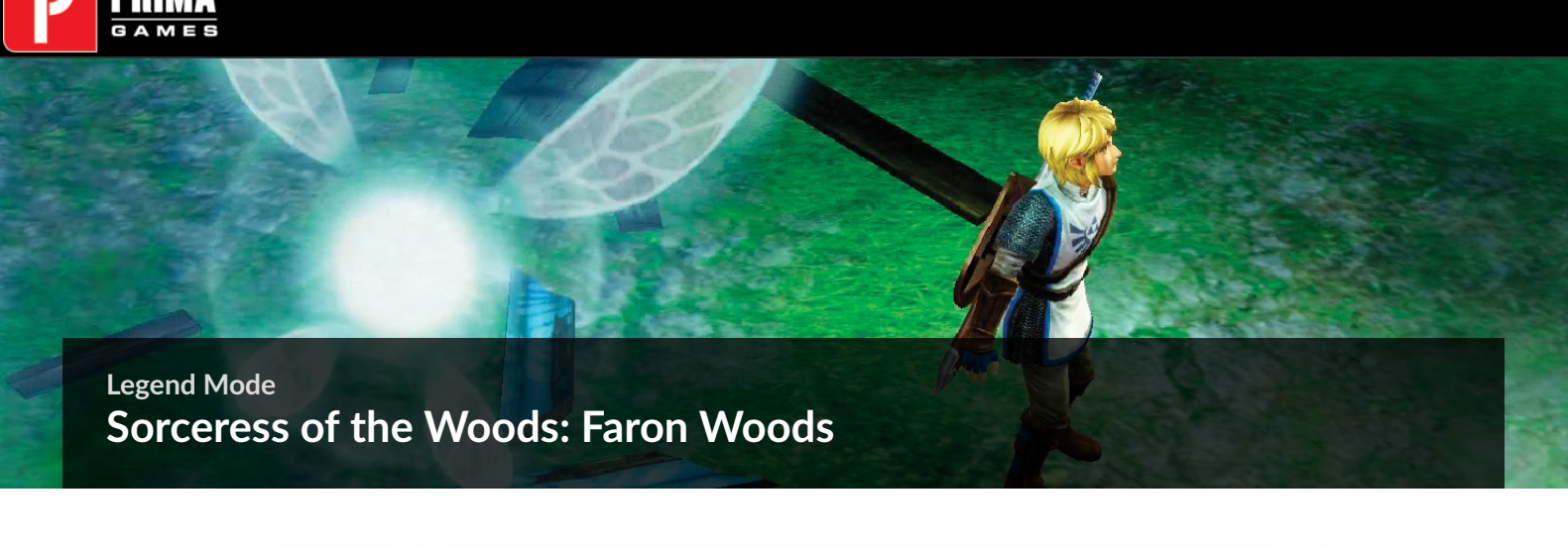
You got a Magic Rod!

A magical rod that summons fire. It attacks over a wide area, so it's perfect for bringing the heat on large groups of enemies.

Link's Fire Rod: If you opened the chest containing the Sealed Weapon, during the Scenario wrap-up it'll become Link's first Magic Rod, the Fire Rod. It's the Swiss-Army Knife of weapons, transforming to become a different fire-based weapon with each Strong Attack. It's ranged and has a wide radius; this is definitely a weapon you're going to want to play around with later.

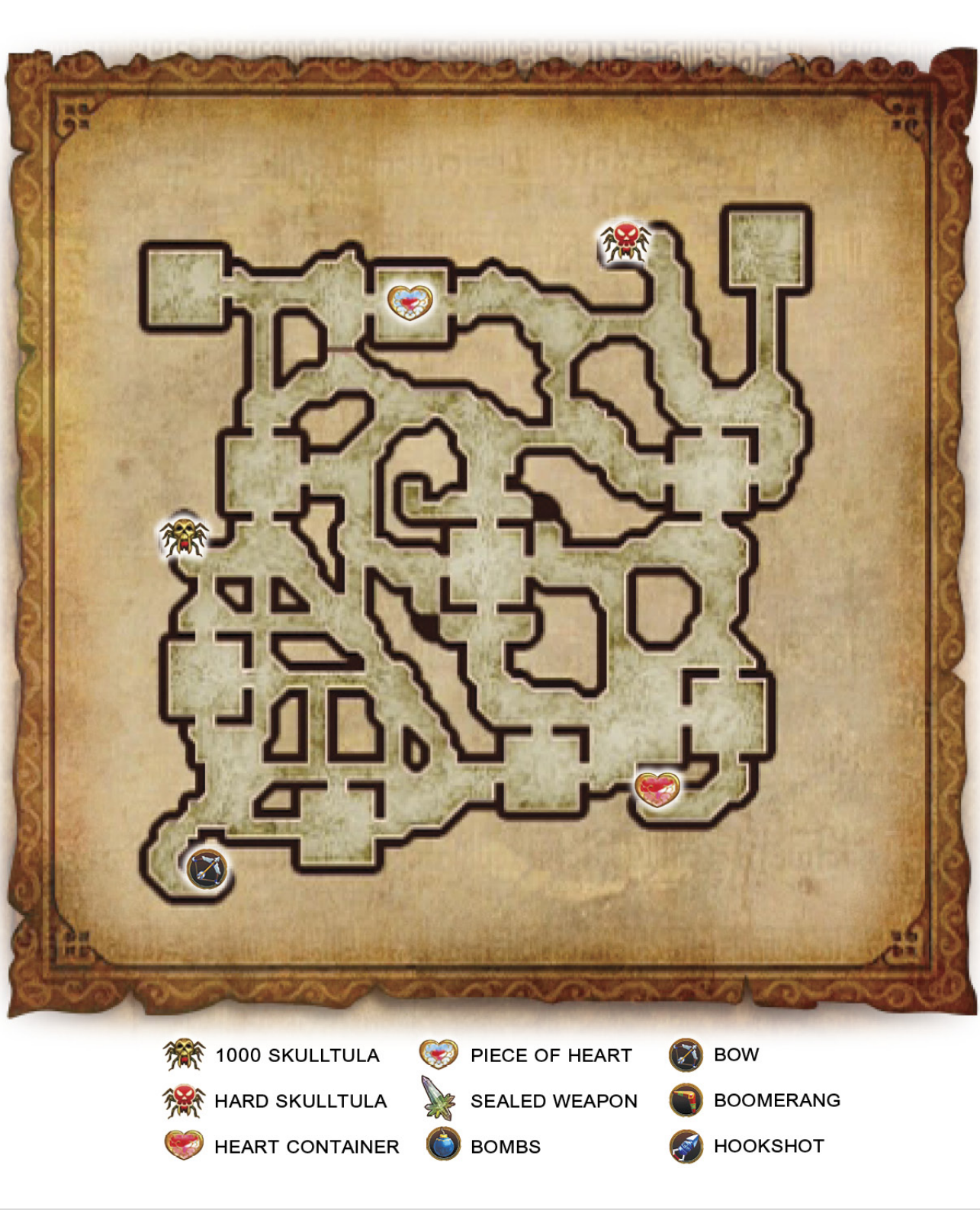

Select Warrior
To Bazaar
Sheik
LV 1
Weapons equipped
Harp
Battle Area
Recommended Element
Faron Woods
Select warrior.
Select Bazaar Return OK

Sheik: The Ninja-like Sheikah Tribesman is now yours to command. With incredible speed and a weapon that is capable of controlling the elements, Sheik is a Warrior you'll be glad you have around. Her moves can be a bit more technical than Link's or Impa's, but that's a small price to pay for the versatility she provides in battle.



Legend Mode

Sorceress of the Woods: Faron Woods



Playable Characters

Link Impa Sheik

Heart Container

Sheik

Piece of Heart

Impa

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Link's Magic Rod—Reduce Gohma's health to half or less before the Deku Tree is in danger while keeping Impa and Sheik alive.

Unlockables

Bow and Arrow
Lana
Smithy

Victory Conditions

Defeat Wizzro.

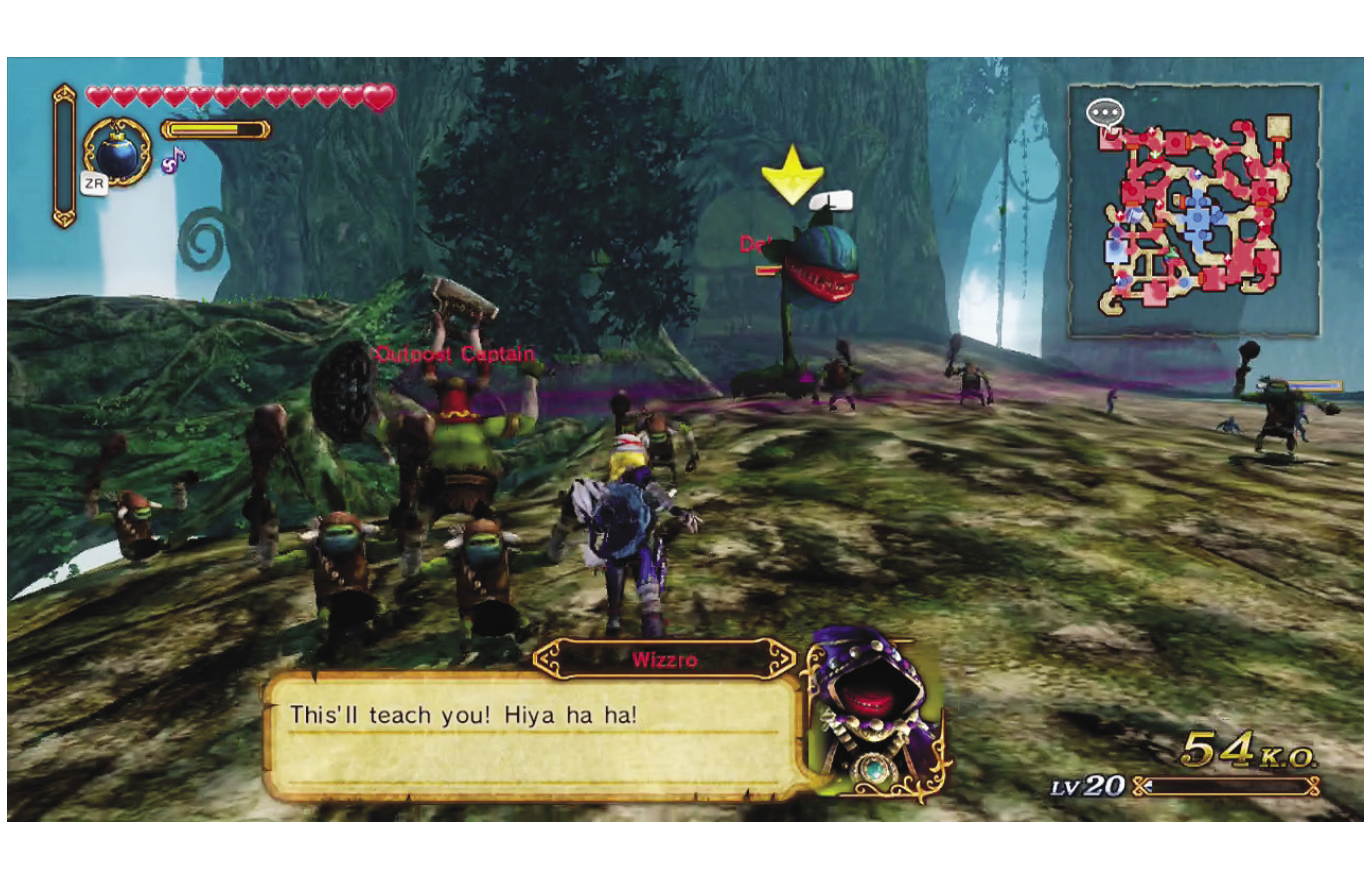
Defeat Conditions

If Lana flees or the Deku Tree is captured.

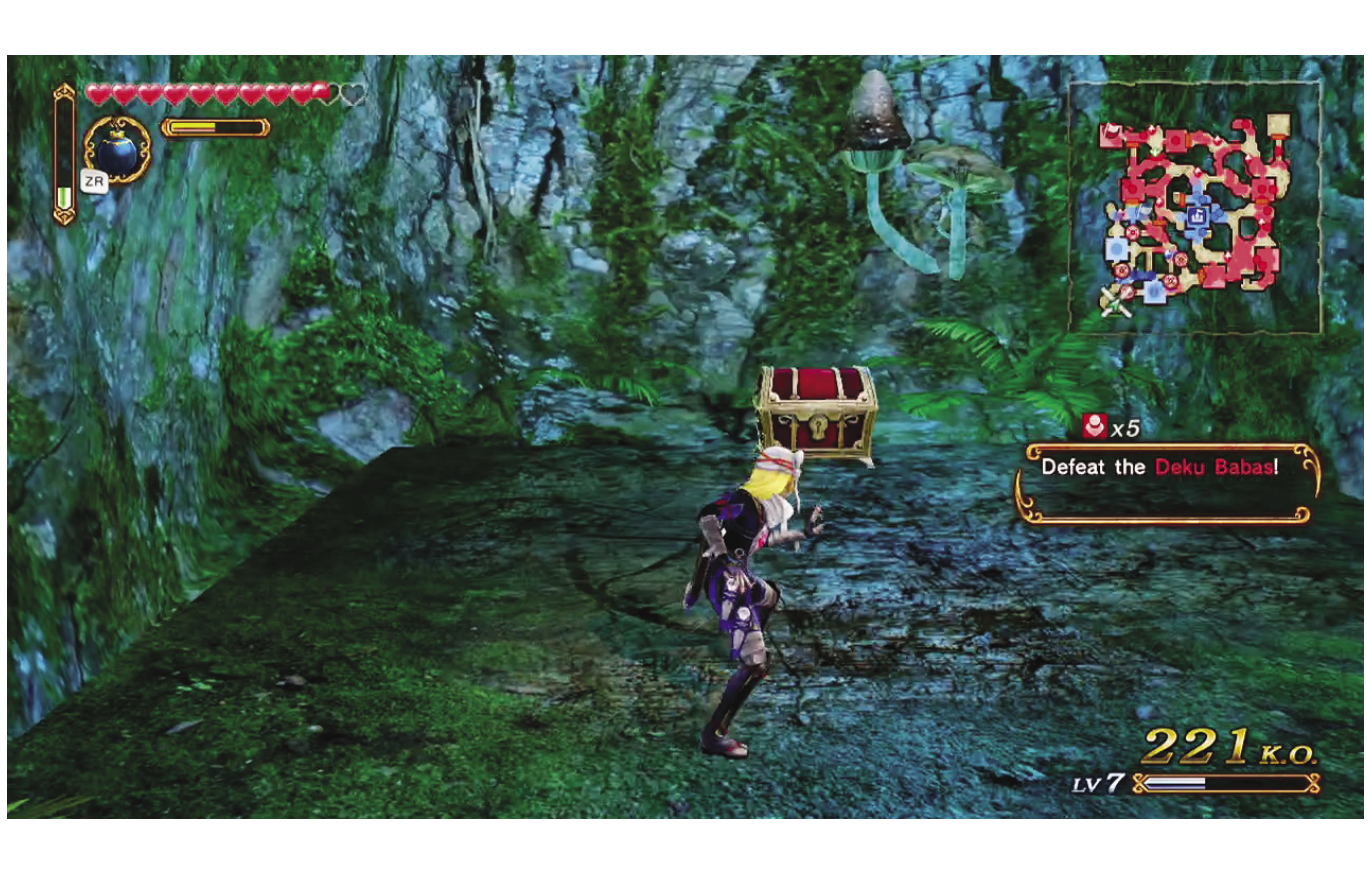
The Secret of the Sorceress

You now have access to Sheik, the mysterious Sheikah Tribesman (though, not so mysterious to fans of *Ocarina of Time*). Link and his new toy, the Fire Rod, are recommended for this fight because of its fire element. It is an excellent weapon, but, as we said before, feel free to select whichever Warrior you enjoy playing, just make sure to keep your Warriors balanced.

Weed Whacking

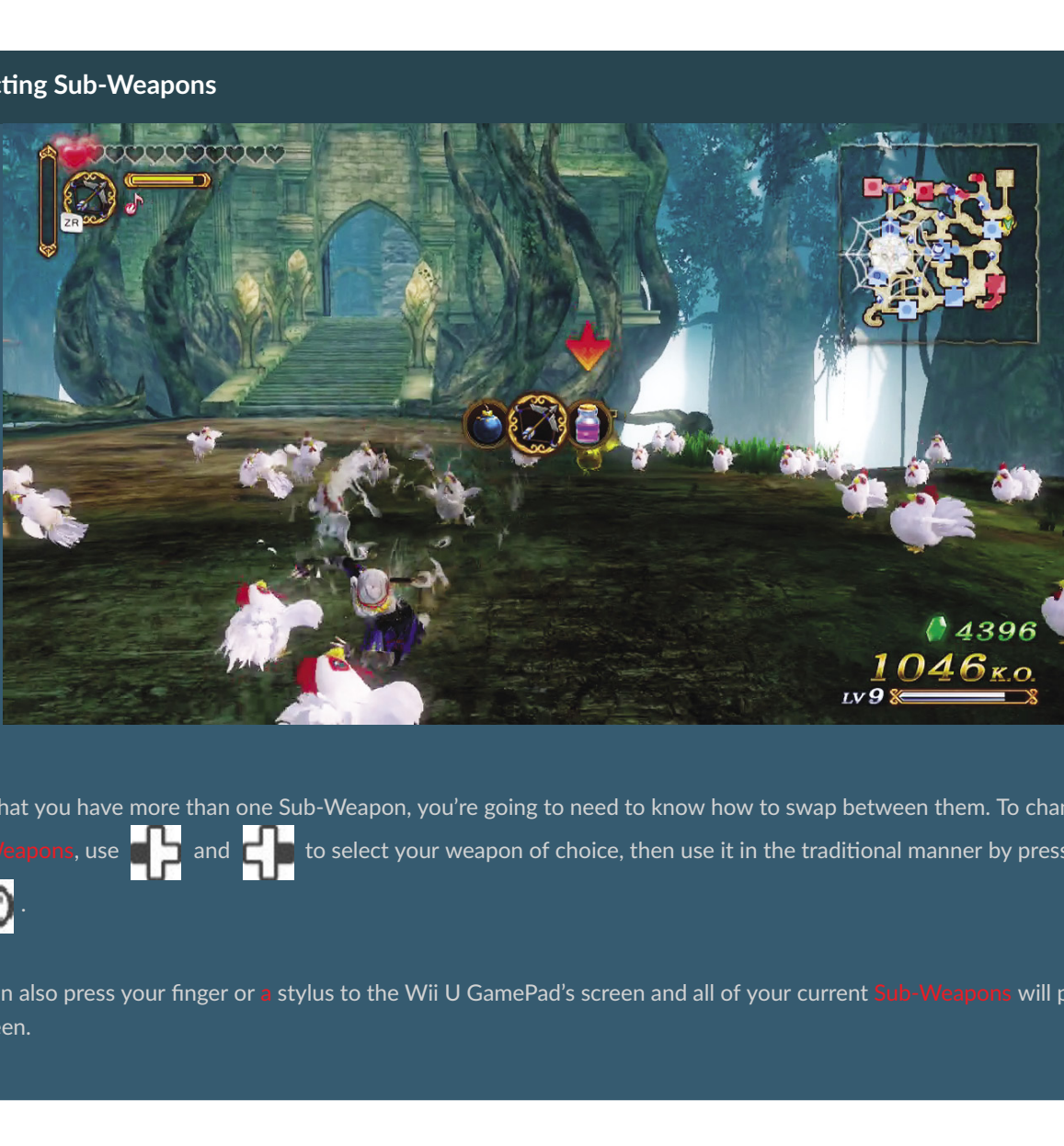


Shortly after starting this Scenario, things get out of hand. Wizzro summons five Deku Baba to the battlefield. These overgrown flytraps create a circle of poisonous gas around them that can't be entered without a penalty of a good thrashing. That means all conventional weaponry is out the door; we're going to have to improvise.



Sheik suggests that you find a Bow somewhere on the map to take out the pesky plants. Where might you find such a weapon? Lucky for you, we know exactly where to look. Directly south of the West Square Keep, at the end of that little hook section on the map, you'll find a chest containing the Bow Sub-Weapon. Grab it and race over to the nearest Deku Baba.

Selecting Sub-Weapons



Now that you have more than one Sub-Weapon, you're going to need to know how to swap between them. To change Sub-Weapons, use ✚ and ✚ to select your weapon of choice, then use it in the traditional manner by pressing ZR.

You can also press your finger or a stylus to the Wii U GamePad's screen and all of your current Sub-Weapons will pop up onscreen.

Now, L-Target the Deku Baba and shoot off an arrow to bring the baddie down. Repeat this with the other four Deku Babas to complete the mission.

DON'T Escort Lana to the Deku Tree

Your next mission will be to escort the young sorceress Lana, to the Deku Tree, but she's actually perfectly capable of making it there on her own. This is a good time to capture a few enemy Keeps and defeat enemy Captains. You have only a minute or two, so choose a Keep to capture and stick with it until it's in your possession.

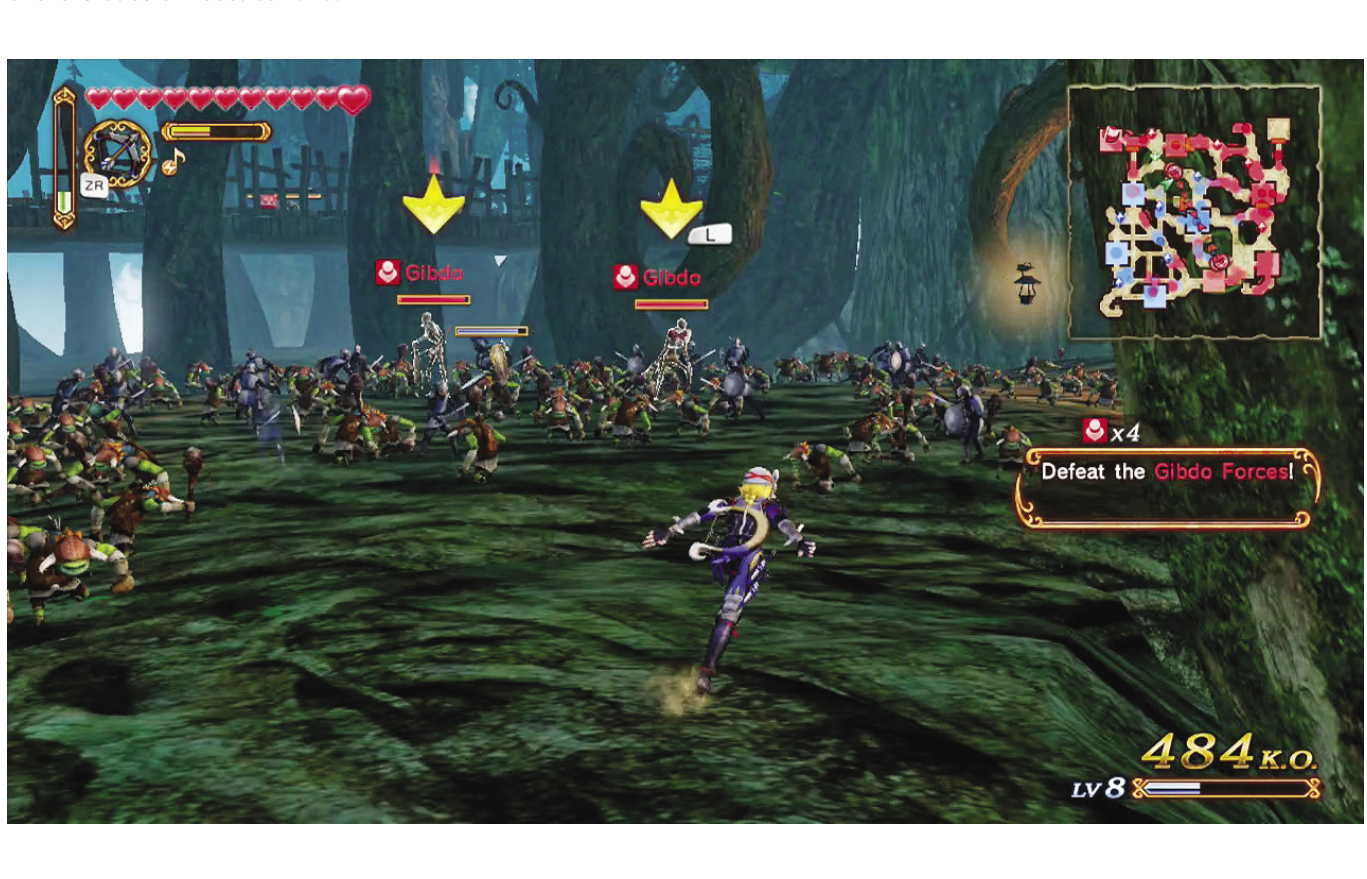
Our suggestion is to go for either the Southern or Western Tree Keep. Both of these Keeps will put you in a good position for your next mission. Speaking of which . . .

Heart Container Opportunity

While playing as Sheik, if you choose to go to the Southern Tree Keep, you can make your war around to the Southeast Tree Keep's south gate and around the bend to find a treasure chest containing a Heart Container.

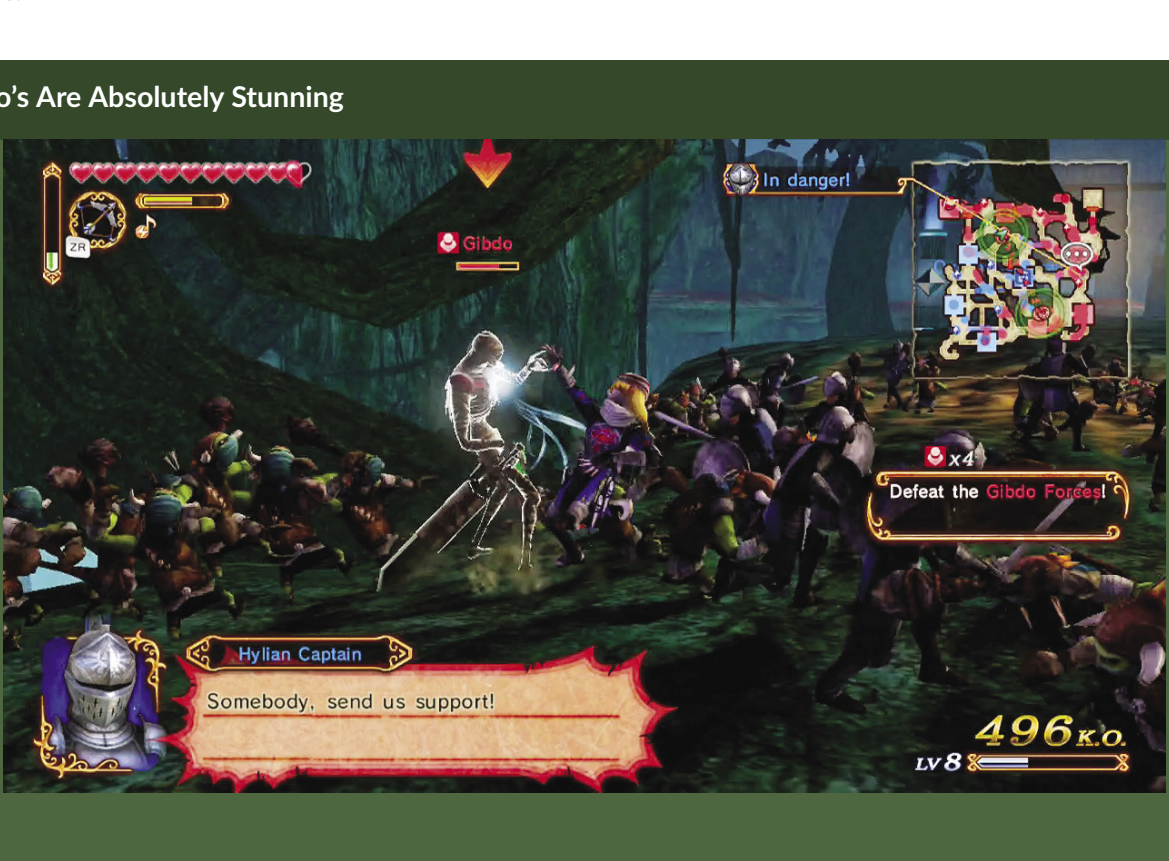
Defeat the Gibdo Forces

Once Lana enters the Deku Tree Keep, Wizzro will send his personal Gibdo guards to attack her. You have four Gibdos to defeat in order to keep Lana safe: two in the Southeast Tree Keep and two just north of the Western Tree Keep. If you took our advice and went to capture either the Southern or Western Tree Keep, you should be in the perfect position to intercept two of the Gibdos en route to Lana.

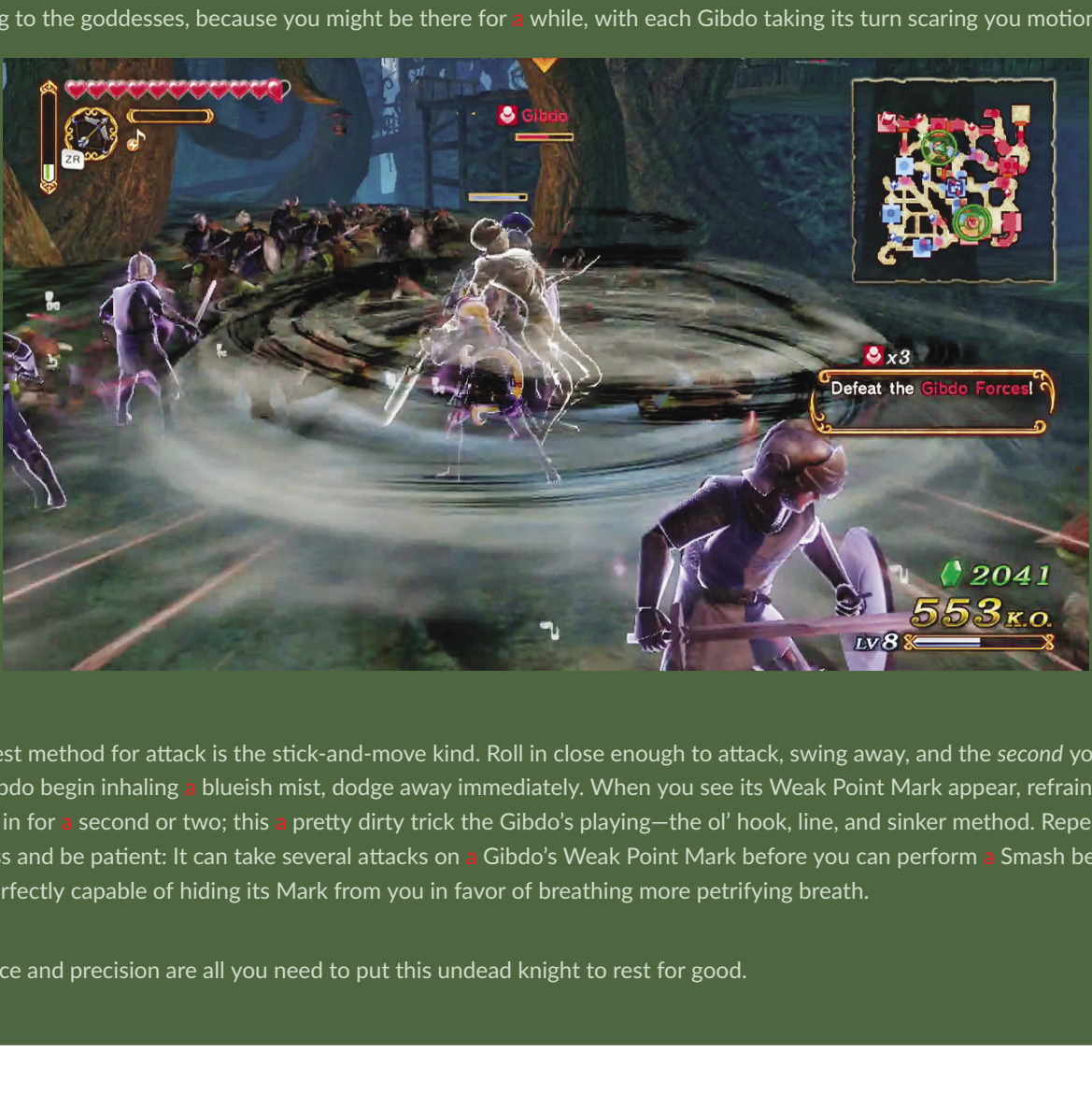


Race over to the first set of shambling ghoulies and take them out, then run directly toward the second set and do the same. The key is not to linger on either Gibdo set for too long, or the unattended pair will begin wreaking havoc on Lana and the Deku Tree.

Gibdo's Are Absolutely Stunning



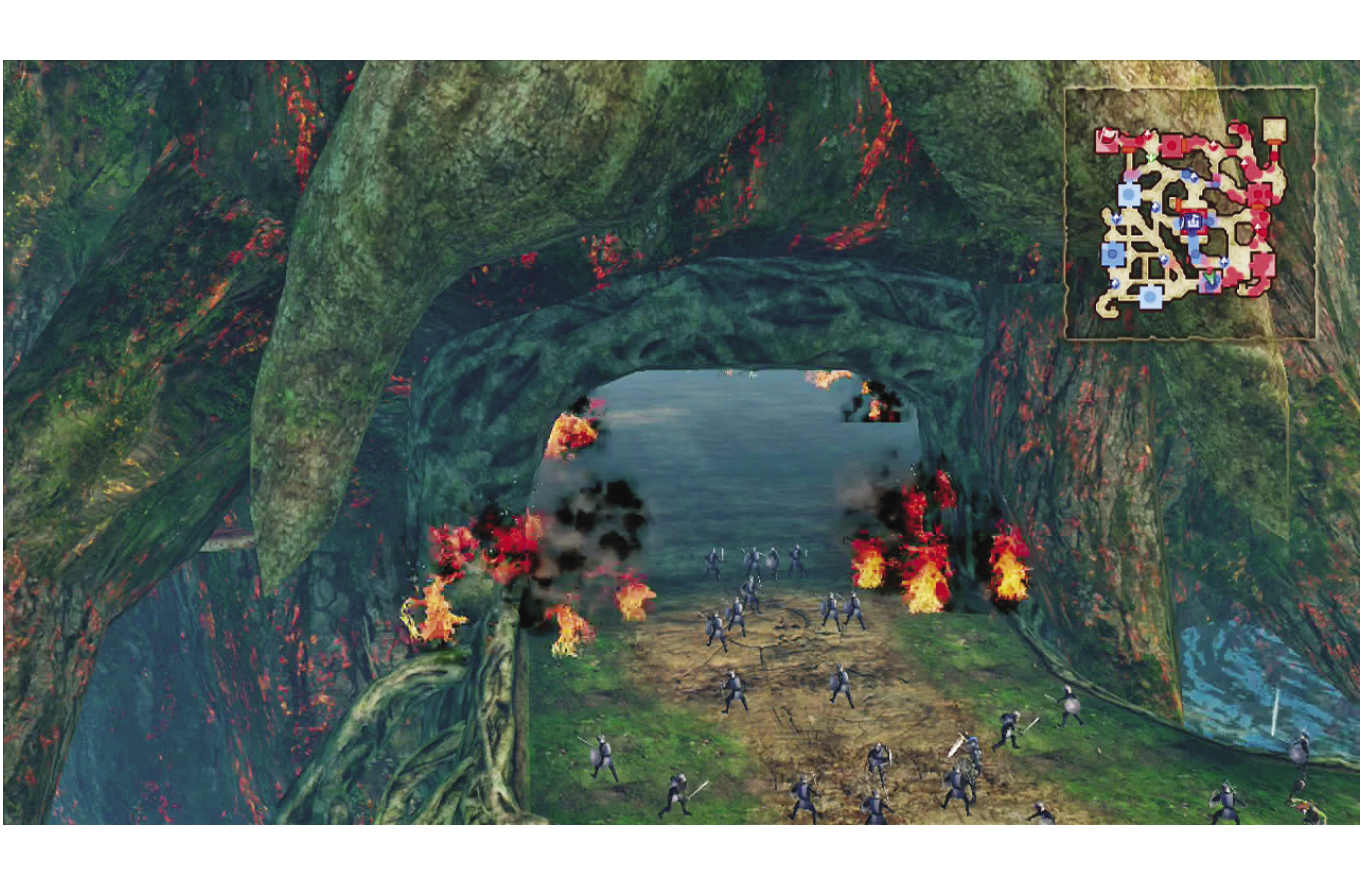
Gibdos a shambling mummies with giant swords that have the unfortunate ability to petrify anything close to them. They are generally easy Captains to defeat, but if you don't pay attention to their visual cues, you can be caught in their aura of terror, which will leave you still as a statue for a few seconds. Get caught in between two Gibdos? Then you better start praying to the goddesses, because you might be there for a while, with each Gibdo taking its turn scaring you motionless.



The best method for attack is the stick-and-move kind. Roll in close enough to attack, swing away, and the *second* you see the Gibdo begin inhaling a blueish mist, dodge away immediately. When you see its Weak Point Mark appear, refrain from rolling in for a second or two; this a pretty dirty trick the Gibdo's playing—the ol' hook, line, and sinker method. Repeat this process and be patient: It can take several attacks on a Gibdo's Weak Point Mark before you can perform a Smash because it is perfectly capable of hiding its Mark from you in favor of breathing more petrifying breath.

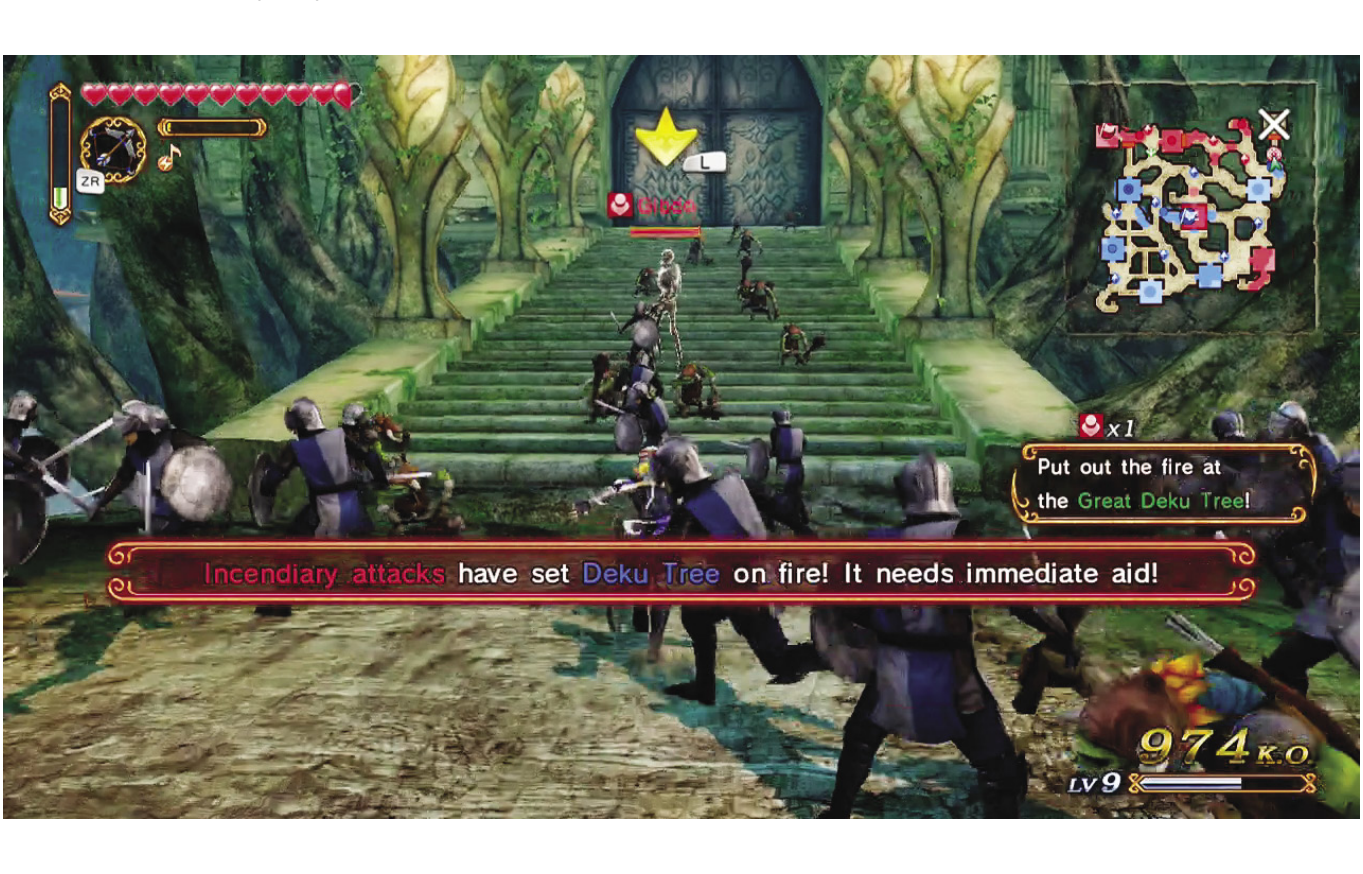
Patience and precision are all you need to put this undead knight to rest for good.

Do You Smell Smoke?



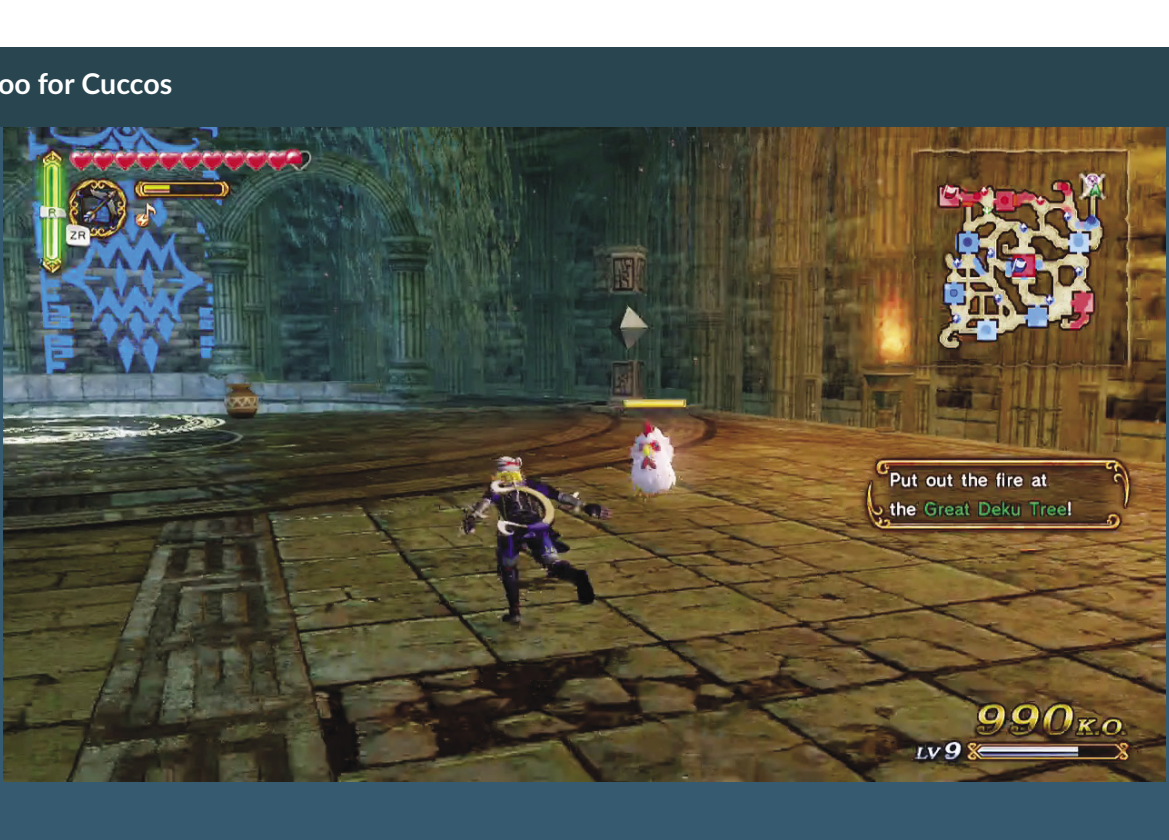
We've already learned that Wizzro isn't a big fan of fair play, but this move takes the cake. Once you've defeated the Gibdo Forces, Wizzro lights the Deku Tree on fire! That's just . . . messed up! Unfortunately, this is a problem that's a big too big for you and your allies, so you need some other means to save the elder tree.

You need to find the Great Fairy and see if she'll help with the battle in the same way she helped at the battle of Hyrule Field. Normally, you'd have to track her down yourself, but we're in good with the Fairy and we happen to know the location of her exclusive, invitation-only Fairy Fountain.


x1
Put out the fire at the Great Deku Tree!
Incendiary attacks have set Deku Tree on fire! It needs immediate aid!
974 K.O.
LV 9

Head to the abandoned Keep in the northeast corner of the map and defeat the Gibdo Captain on the stairs. Once he's beaten, the abandoned Keep will open up to reveal the Great Fairy's Fountain. Enter the Keep and pray to the Great Fairy by standing in the center of the Magic Circle and pressing Ⓨ.

Cuckoo for Cuccos

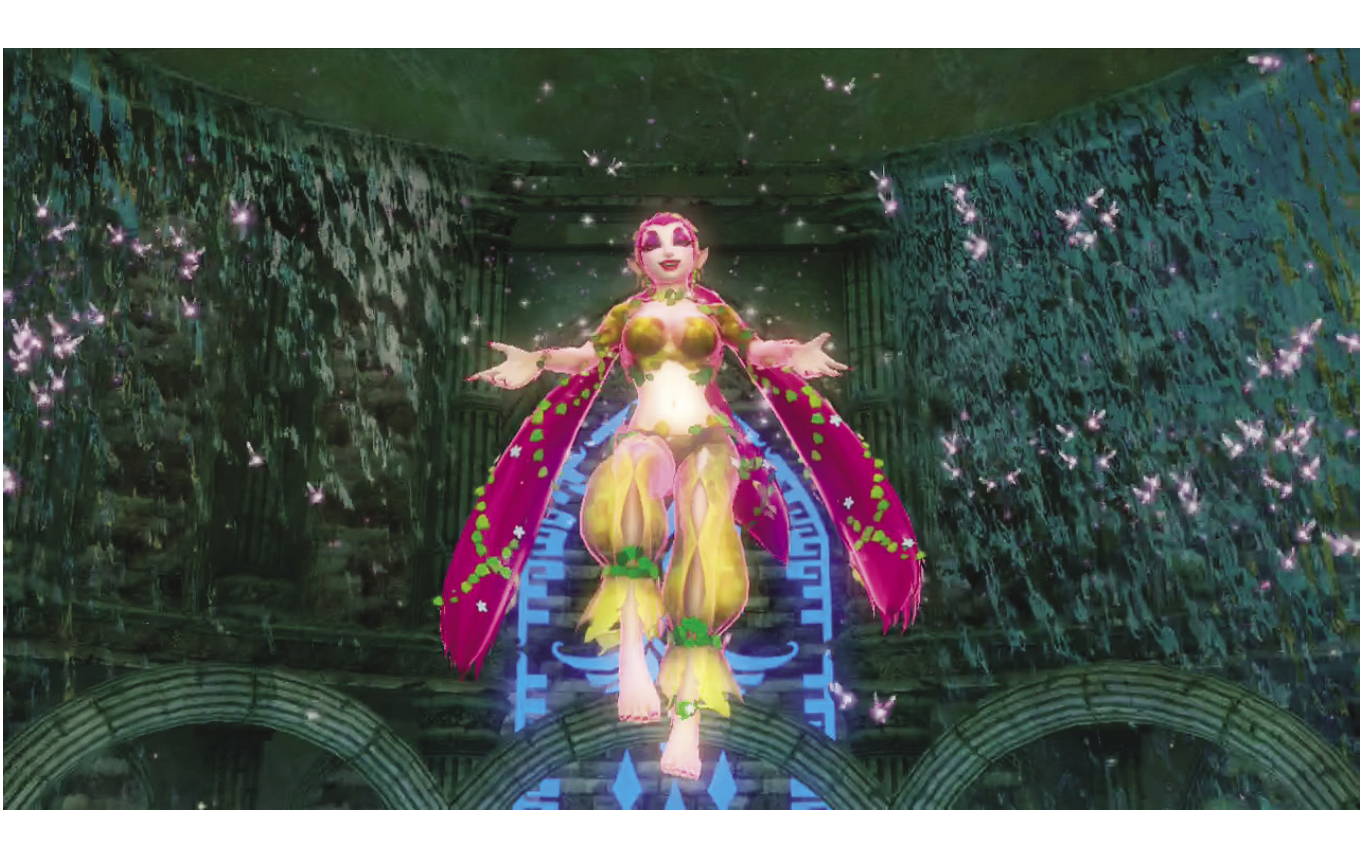


Inside the Great Fairy's Fountain is a lone Cucco, pesky poultry that are known for their brotherhood and unrelenting rage against anyone who so much as flicks a feather on one of their own. These stereotypes remain true in *Hyrule Warriors* as well: Touch a Cucco, and get ready for the storm.

Eastern Area
So he's the one who set fire to the Deku Tree! There's no way we'll forgive that!
993 K.O.
LV 9

If you hit a Cucco a few times, it'll call on its plucky brethren and you'll have a heck of a fight on your hands. Wave after wave of Cucco soldiers will teleport onto the battlefield, following you wherever you go until you either defeat them or they defeat you. And if that weren't bad enough, once you've beat up enough relentless monsters, a Gold Cucco will enter the fray to teach you the true meaning pain. If it hits you a single time, your Health Bar will plummet like a boulder off a cliff. Your best bet for challenging this fowl foul is to attack only when it's not running at you. If it begins moving in your direction, get your dodging finger warmed up, because it'll begin a short barrage of attacks before backing off. Once it stops, return the favor and start attacking the bird with the same fervor it used against you.

You don't get anything from defeating a Gold Cucco except a sense of pride. If that doesn't sound worth the effort to you and you're not up for a challenge, leave these bad birdies alone.



It looks like she was in the mood to help today, too. Ya know, despite her size and demeanor, the Great Fairy is nothing but a big ol' sweetheart.

Gold Skulltula Opportunity

There's a darn good chance that you've defeated 1,000 enemies at this point in the fight. If that's the case, head over to the Western Tree Keep, exit through its south gate, and immediately head west. You'll find a boulder that you should definitely introduce to your Bombs. Underneath the boulder is none other than your third Gold Skulltula. You're getting pretty good at this!

Wizzro Whomping

Wizzro's a sore loser—that much becomes apparent after you put out his fire. Luckily, that was the last trick he had up his sleeve . . . we hope.

The gates that blocked your entry to the North Square and Enemy Base Keeps should now be open. Head to the Enemy Base Keep and feel free to capture the North Square Keep along the way.

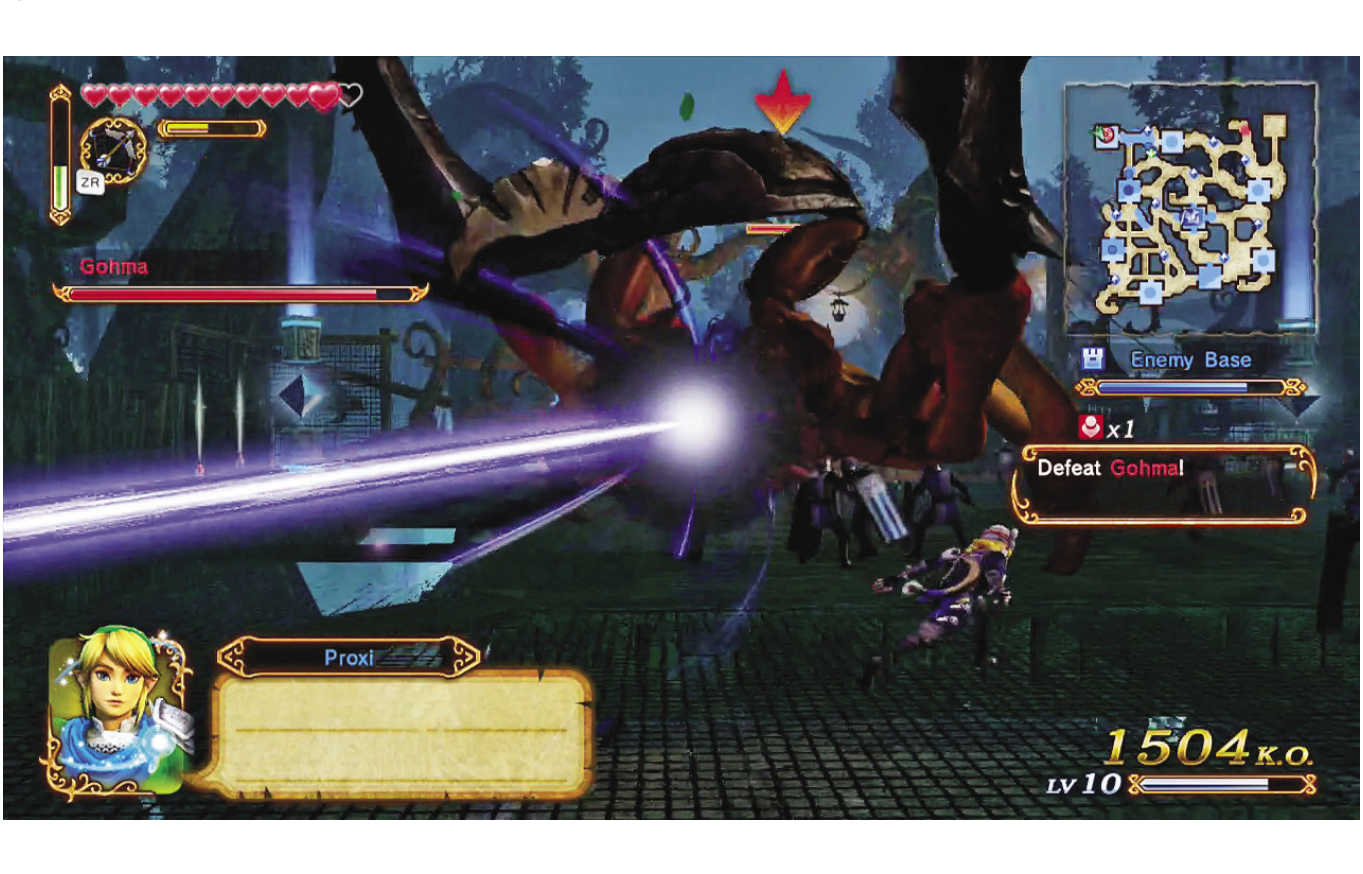
Piece of Heart Opportunity

While playing as Impa, you can find her Piece of Heart by capturing the North Square Keep. When the Keep is yours, a treasure chest appears. Open the chest to extend Impa's health by a full Heart.

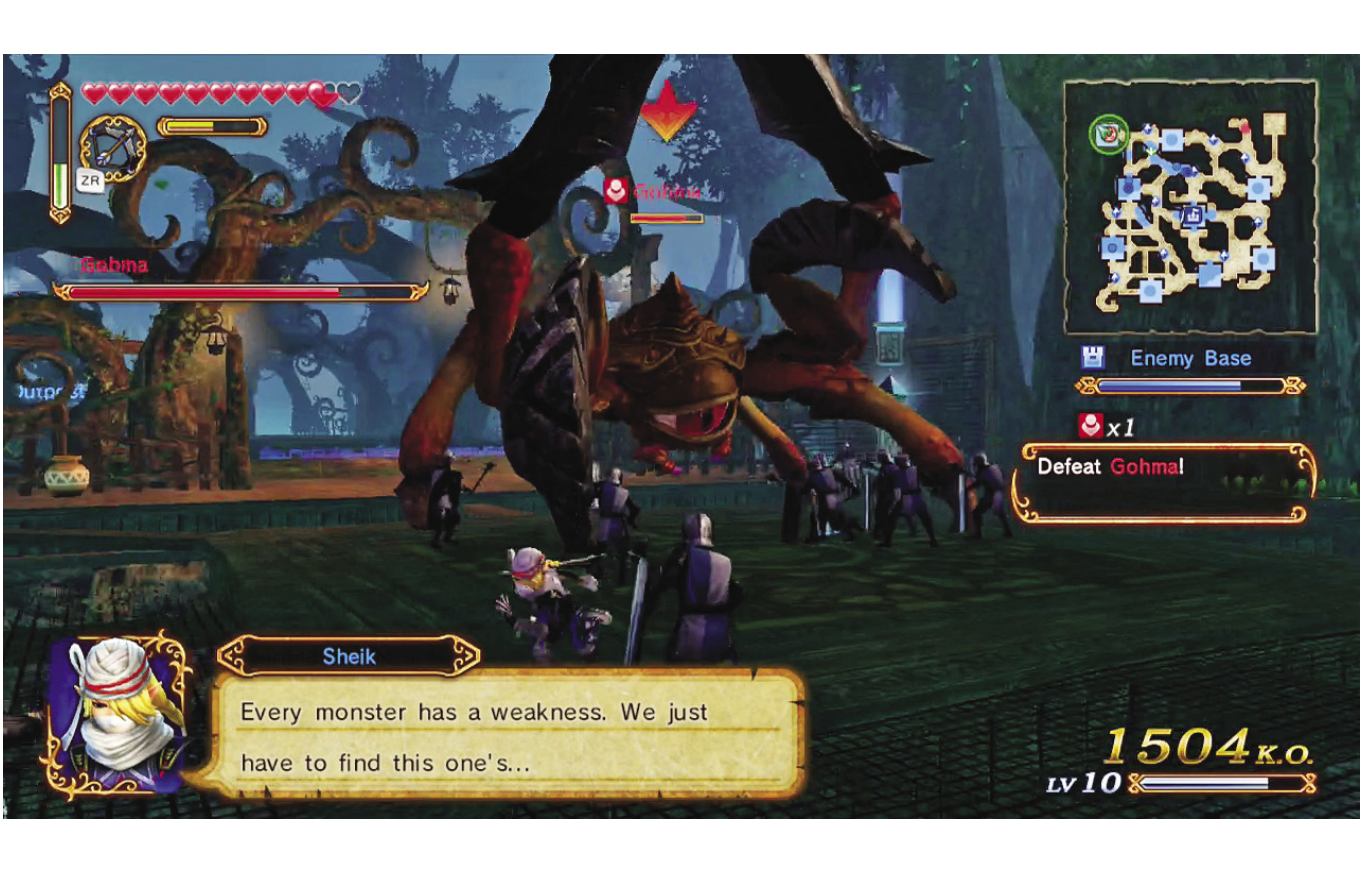
What a snake! Once you reach the Enemy Base, Wizzro retreats *again* and calls up the aid of the cycloptic arachnid Gohma.

Boss Fight: Gohma

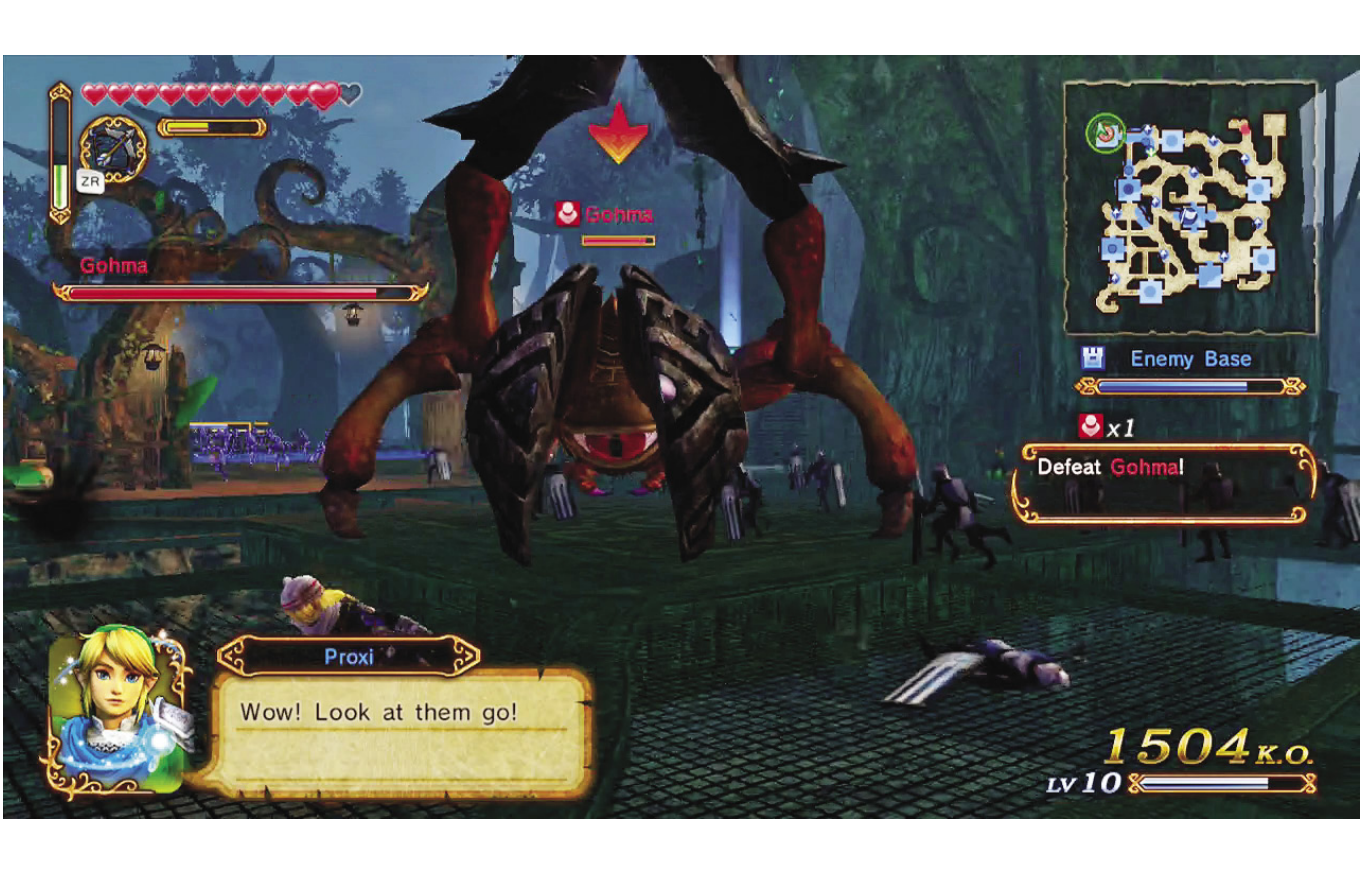
Gohma: The creepy cyclops that has haunted the dreams of *The Legend of Zelda* fans for generations. Like King Dodongo, if you've been a fan of the series for a while now, you'll know exactly what to do to deal with Gohma. For the rest of you, buckle up and read on.



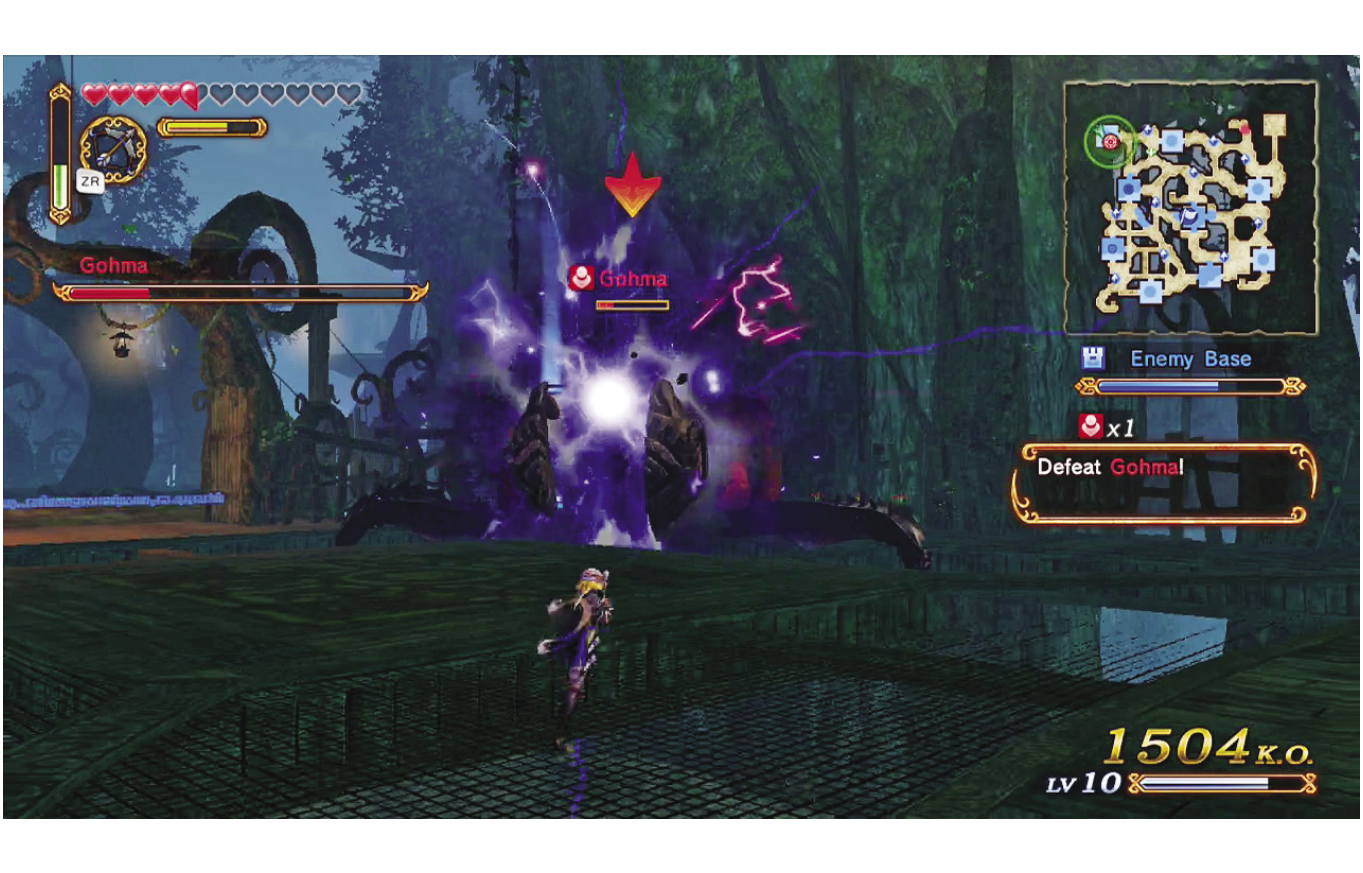
Gohma's main method of attack is also its greatest weakness. It loves to sweep the area surrounding it with lasers from its eye. Fortunately, these lasers are a breeze to dodge if you're paying attention; keep your eyes glued to Gohma's eye and you'll know exactly what kind of laser it's going to fire.


Gohma
Enemy Base
x1
Defeat Gohma!
Sheik
Every monster has a weakness. We just have to find this one's...
1504 K.O.
LV 10

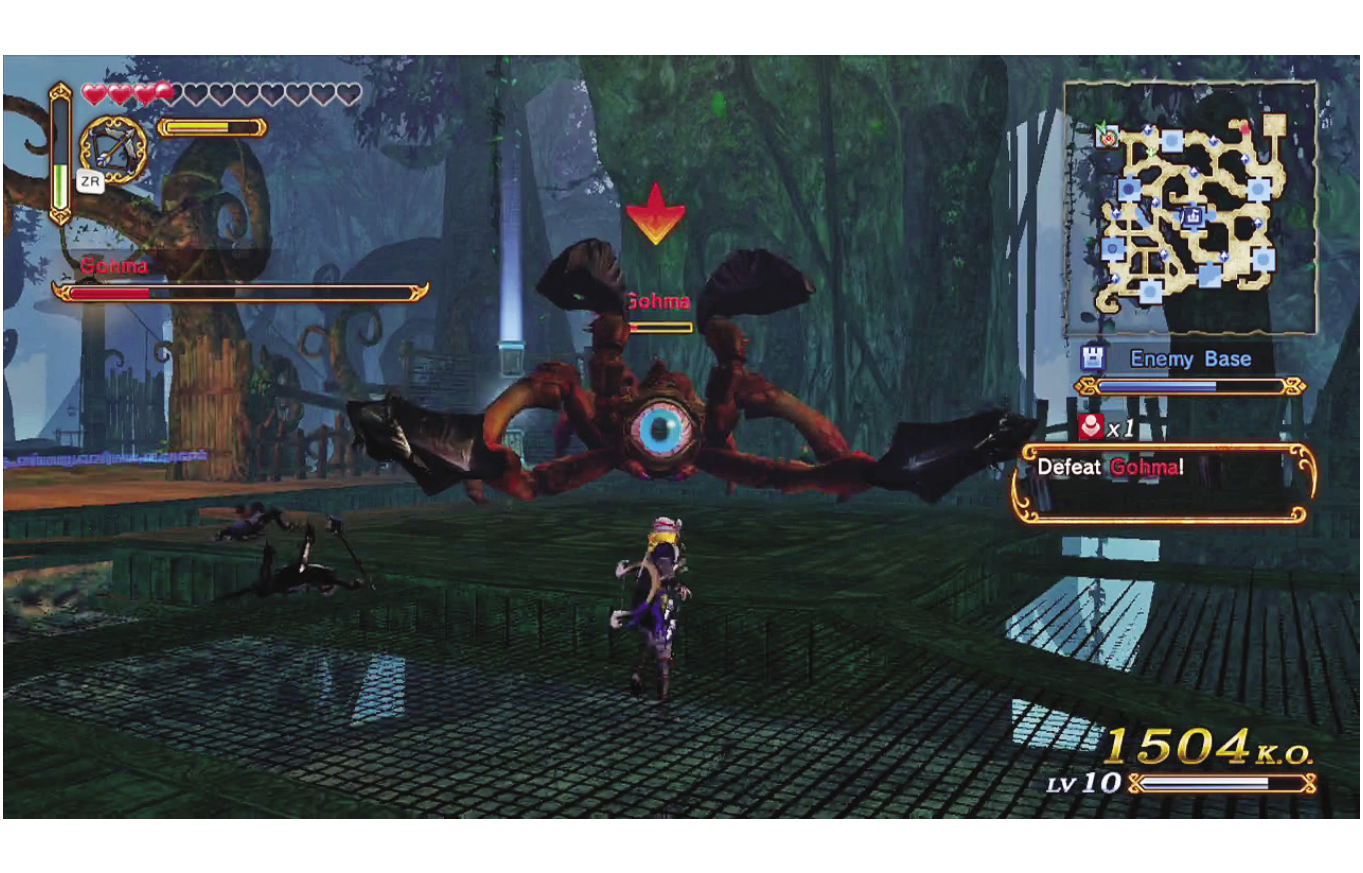
If Gohma looks to the right (its left), it'll do a horizontal sweeping laser in an arc in front of it.



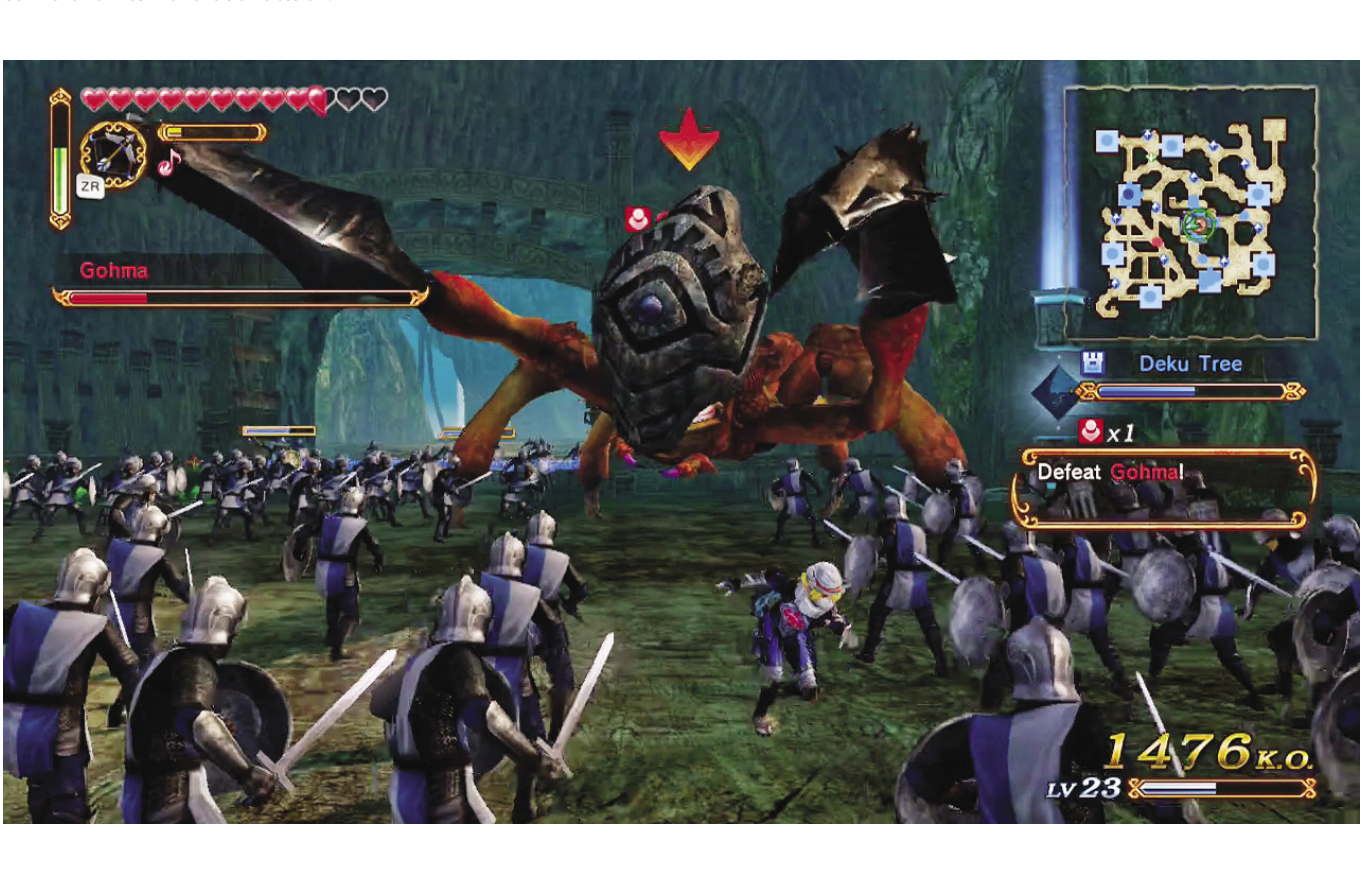
If it looks down slightly, it's about to do a vertical laser that will start on the ground and move straight up.



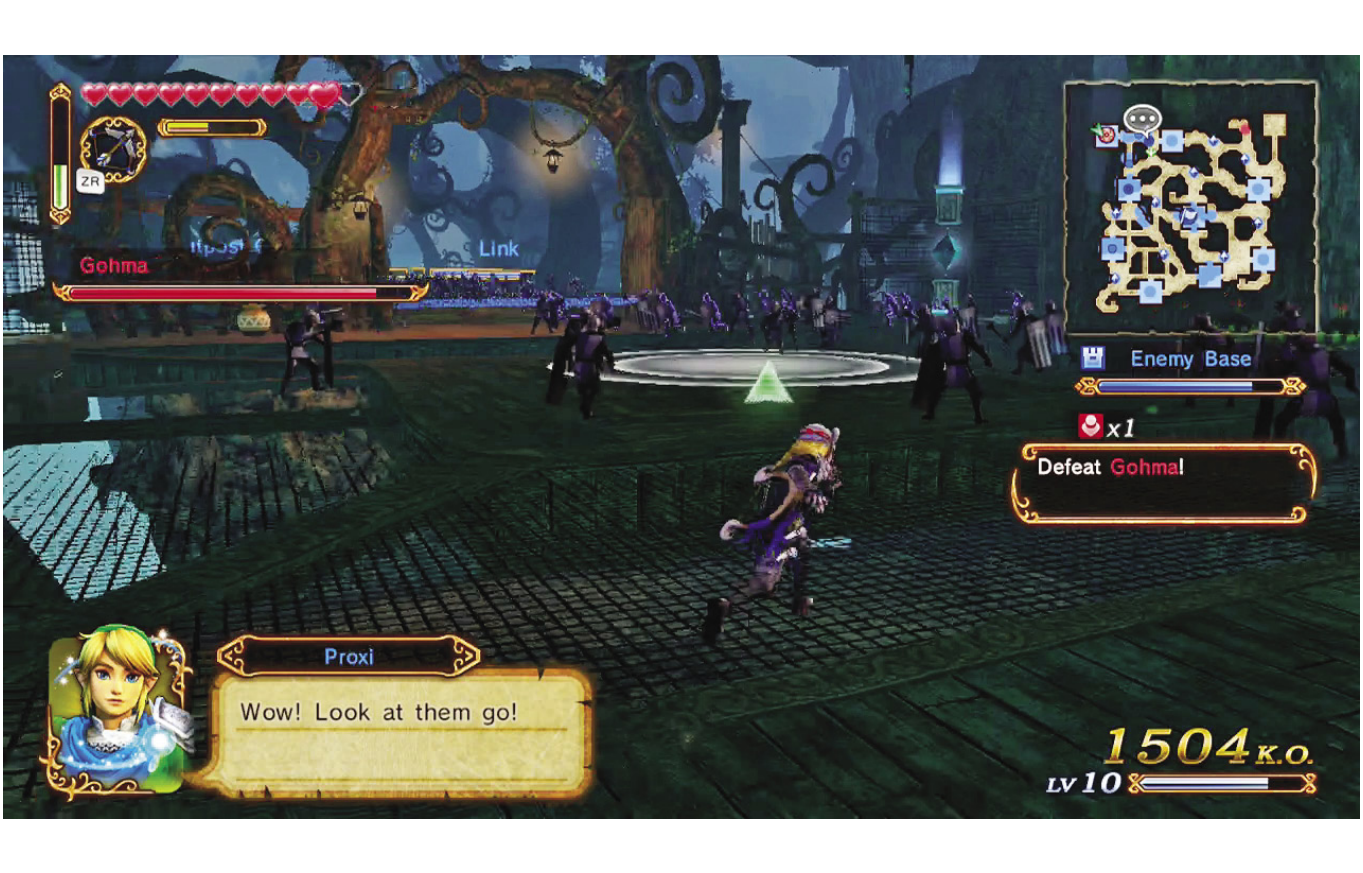
If you see a ball of energy building up in its eye, that means it's going to fire a giant electrifying ball at you and your allies.



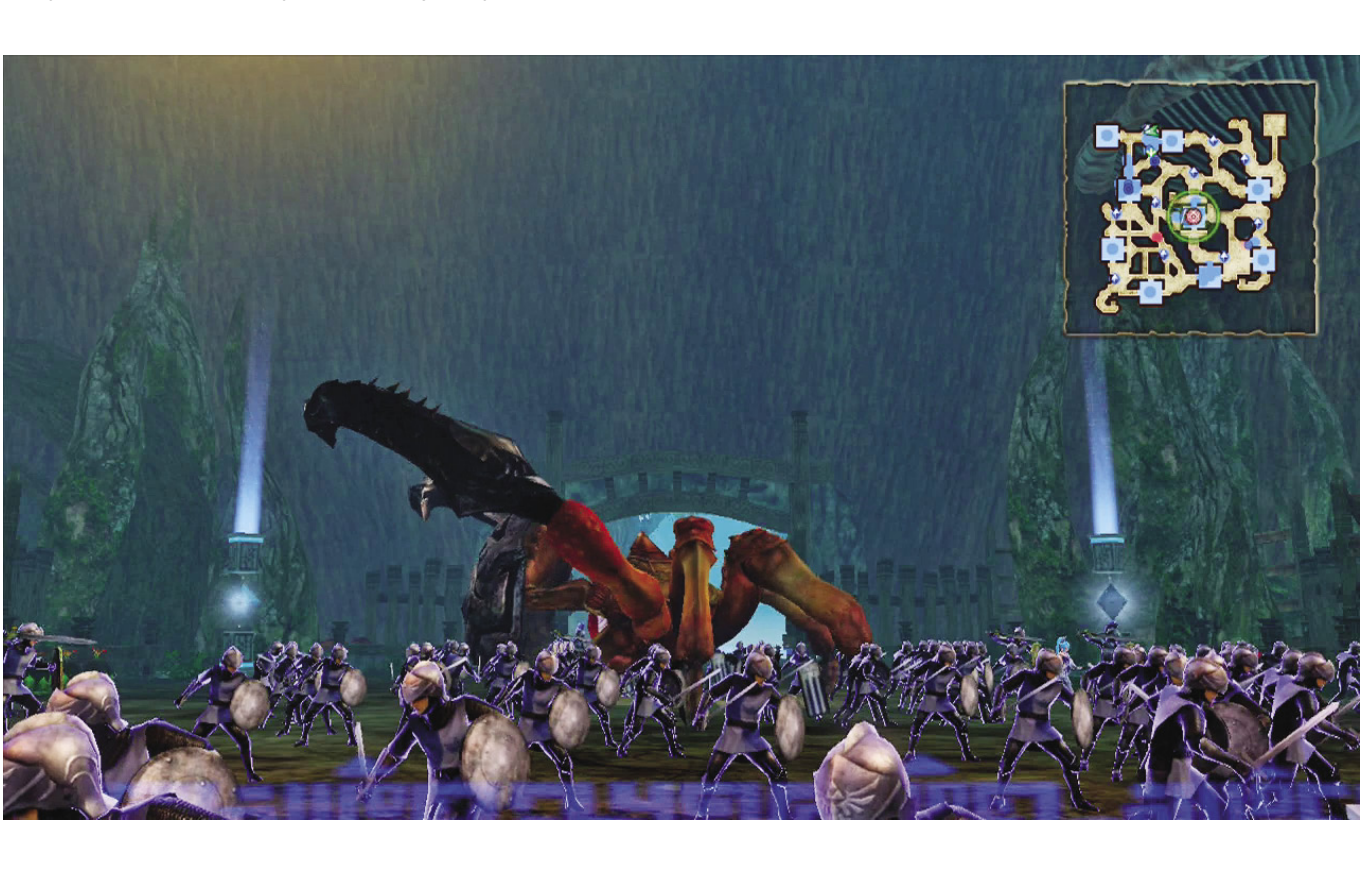
With each of these laser attacks, the Gohma's eye becomes blue after or during the attack. When you see that blue pupil, that's your time to strike! Fire an arrow right into its eye and its Weak Point Mark will appear. Beat up on the Gohma until you either get a Weak Point Smash or it gets up again, jump away from it when it starts to get up to avoid being hit by its counterattack, then repeat the whole process. Just be quick about it or the Gohma's eye will change back to its normal red, meaning you have to wait for its next laser attack.



Lasers aren't the only offensive moves the Gohma has. You'll have to watch out for when it raises one of its front arms; this means the Gohma is about to sweep its claws in front of it in a spinning tornado attack.



Gohma's last move is easy enough to dodge, but it's also incredibly destructive. The Gohma will leap into the air and come crashing down, damaging anything and anyone unlucky enough to be under it. This move destroys Keeps swiftly and can do the same to your Health Bar if you get lazy. Just pay attention to the large white circle it leaves behind when it jumps; this is an indicator of where the Gohma is going to land when it returns from its journey into the stratosphere. Stay a good distance away from that circle and you'll be completely fine.



The most important part of this fight is doing as much damage to as possible while Gohma is in the Enemy Base Keep. After spending some time in the Keep, it'll leap directly to the Deku Tree. This is a very bad thing; it may have attacks that are easy for you to dodge, but your soldier friends will have far more trouble dealing with it, meaning the Deku Tree Keep can be destroyed in a few minutes flat.

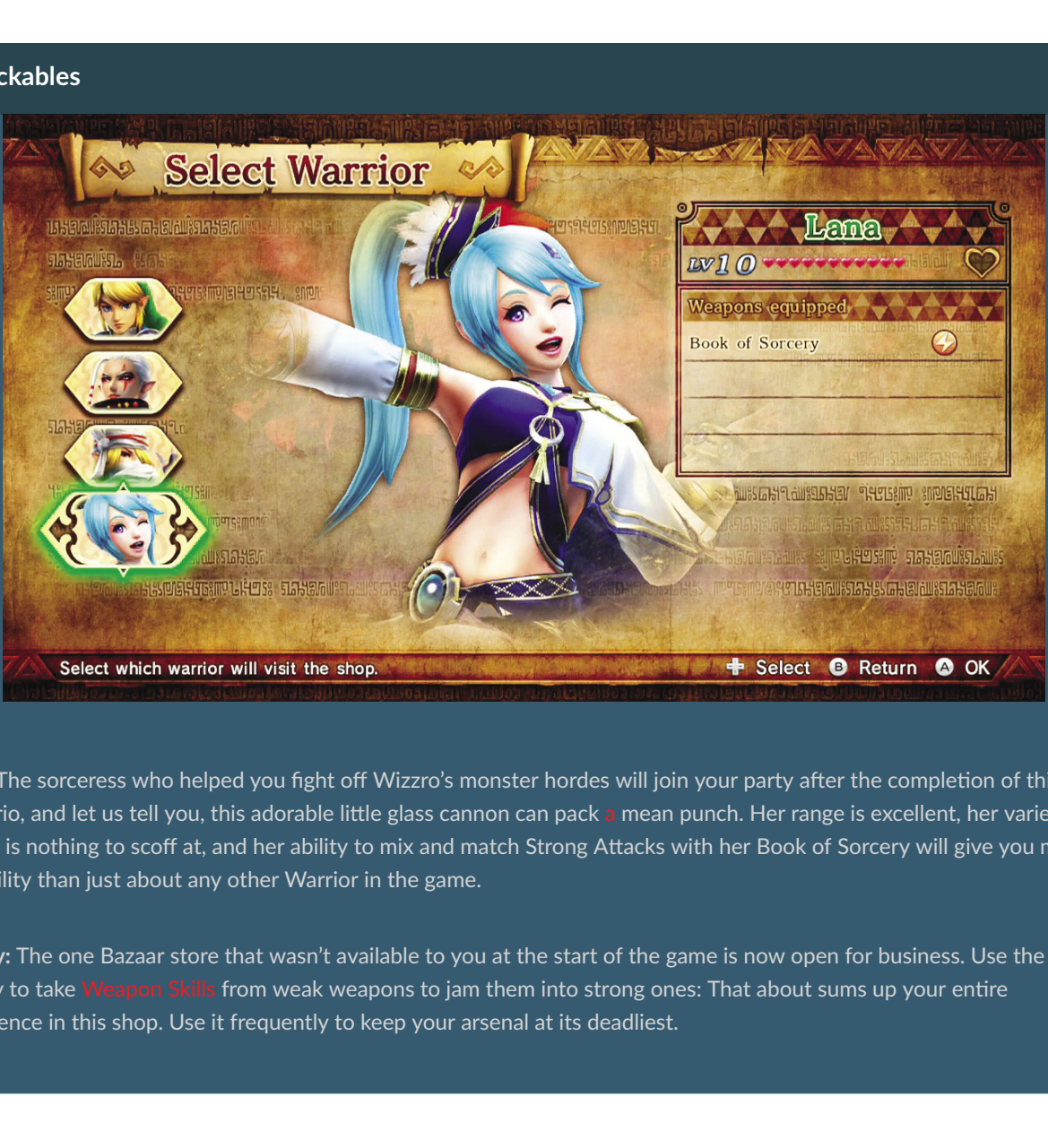
If Gohma leaps to the Deku Tree, waste no time in following and defeating it or you run the very real risk of failing the Scenario. The good news is, once you've defeated the Gohma, the Scenario ends and you're declared the victor!

Hard Gold Skulltula Opportunity

You need Link's Fire Rod for this one. The crux of this Skulltula falls on getting Gohma to half health before it leaps to the Deku Tree. Once it does, it can quickly cause your allies to flee and run the Deku Tree's health down to dangerous levels, completing disabling your ability to find the Skulltula.

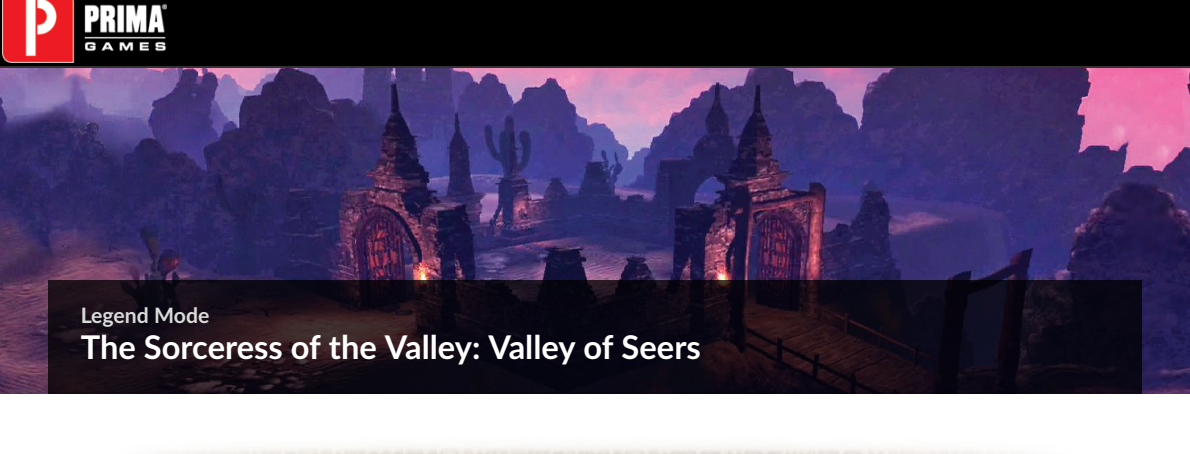
Once the Skulltula has entered the battlefield, however, you are safe to run off and capture it at the northernmost point of the map, directly west of the Great Fairy's Fountain. You'll need the Hookshot equipped to pull yourself up the ledge that the Skulltula is hiding on, but once you're up there, it's fair game.

Unlockables



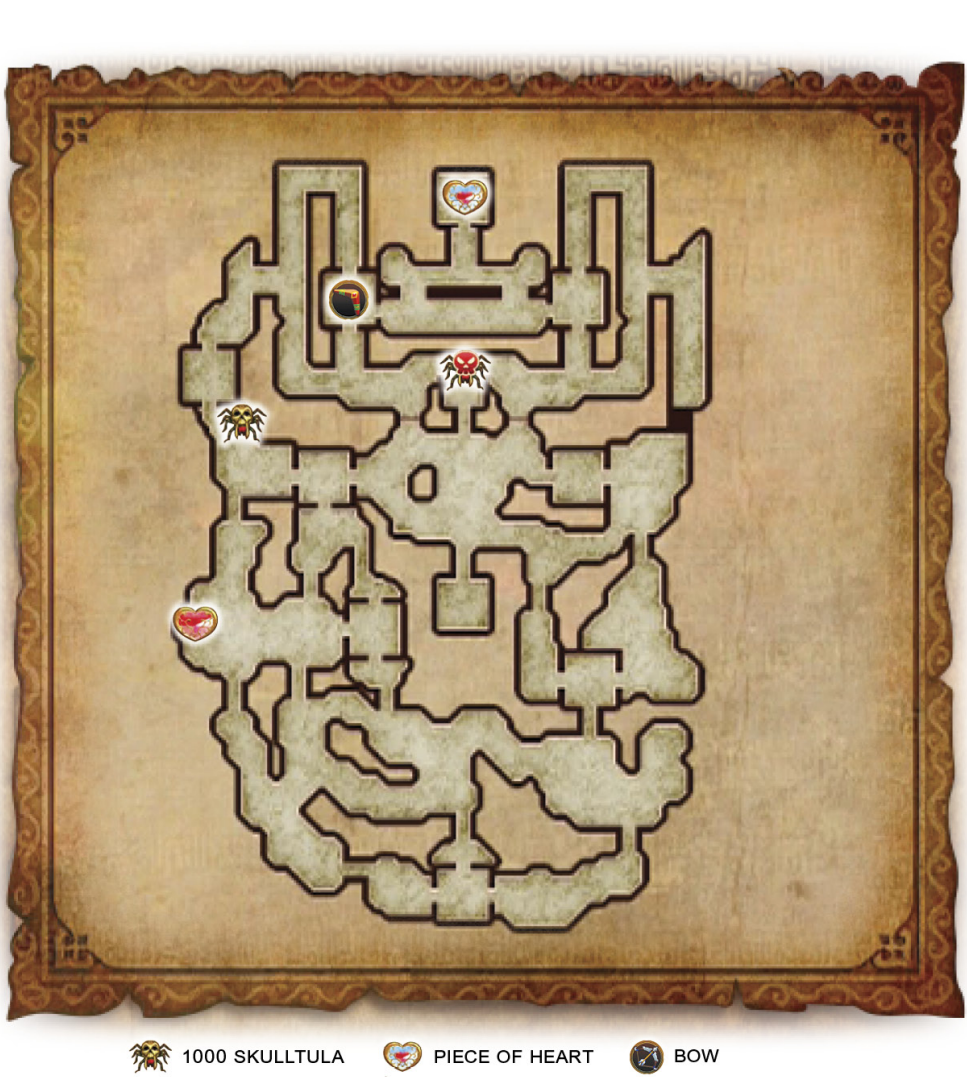
Lana: The sorceress who helped you fight off Wizzro's monster hordes will join your party after the completion of this Scenario, and let us tell you, this adorable little glass cannon can pack a mean punch. Her range is excellent, her variety of moves is nothing to scoff at, and her ability to mix and match Strong Attacks with her Book of Sorcery will give you more versatility than just about any other Warrior in the game.

Smithy: The one Bazaar store that wasn't available to you at the start of the game is now open for business. Use the Smithy to take Weapon Skills from weak weapons to jam them into strong ones: That about sums up your entire experience in this shop. Use it frequently to keep your arsenal at its deadliest.



Legend Mode

The Sorceress of the Valley: Valley of Seers



1000 SKULLTULA
HARD SKULLTULA
HEART CONTAINER
PIECE OF HEART
SEALED WEAPON
BOMBS
BOW
BOOMERANG
HOOKSHOT

Playable Characters

Link Impa Sheik Lana

Heart Container

Lana

Piece of Heart

Sheik

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Link's Knight's Sword—Defeat Volga within three minutes and then find Manhandla after it goes into hiding.

Unlockables

Boomerang
Lana's Deku Spear

Victory Conditions

Defeat Cia.

Defeat Conditions

If Lana flees or the Allied Base is captured.

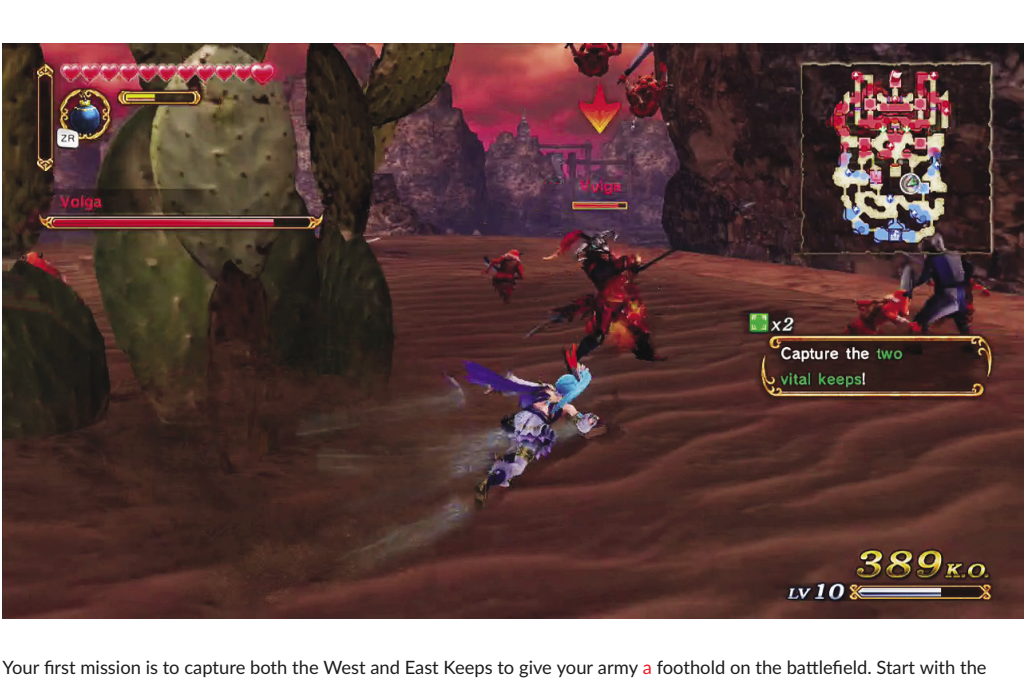
She Who Pulls the Strings

It turns out that the young, blue-haired sorceress, Lana, knows who is behind these attacks: a dark-hearted sorceress named Cia, who happens to be from the same clan as Lana. She's in charge of Volga, Wizzro, and the legions of monsters that have been attacking Hyrule, and it looks like Lana knows where to find her. Her goal is to complete the Triforce for what we can only assume is evil purposes.

Heroes Only

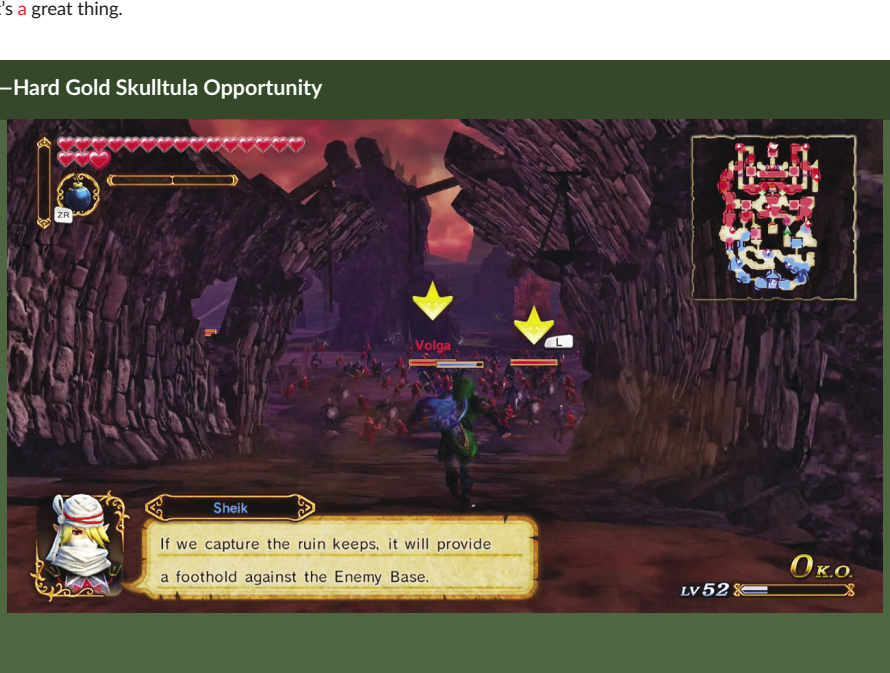
Even with our help, this Scenario can get pretty intense. The main element you're going to need for this battle is field control. More specifically, you must to take out any and all enemy Captains you encounter quickly, and then move on to your next mission objective. Our suggestions are going to have you bolting back and forth across the map to keep your Allied Base and friends in safe keeping. Be ready for anything.

Finders Keepers

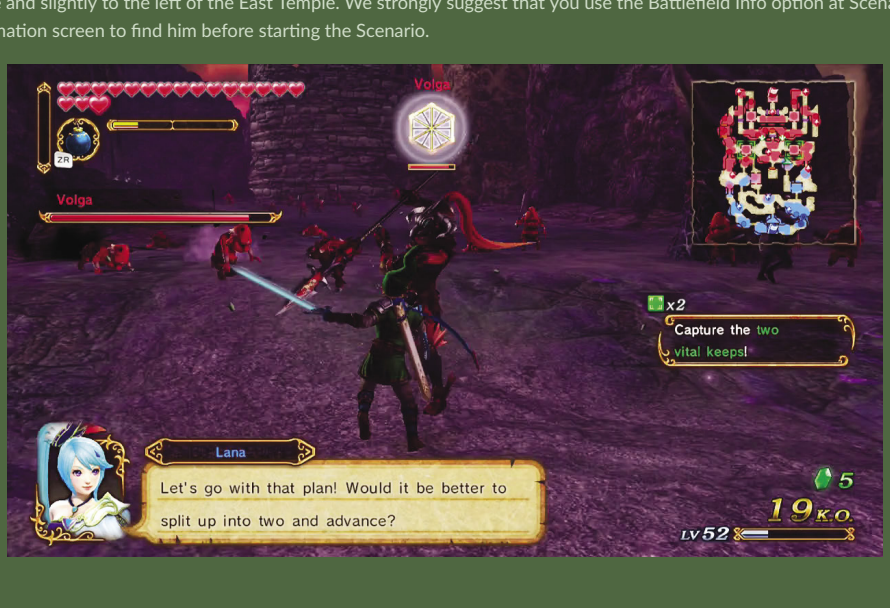


Your first mission is to capture both the West and East Keeps to give your army a foothold on the battlefield. Start with the East Keep; you'll run into Volga if you run through the East Temple Keep and out through its western gate. This is a good thing, despite what you're probably thinking right now. Volga will challenge, and likely defeat, Impa if left unchecked. This can cause you to lose an ally and the morale of your troops to drop, meaning they'll get KO'd a whole lot faster. If you beat him, on the other hand, Impa and her squad will get a morale boost instead, which means she'll be a raving force of brutality on the field—and that's a great thing.

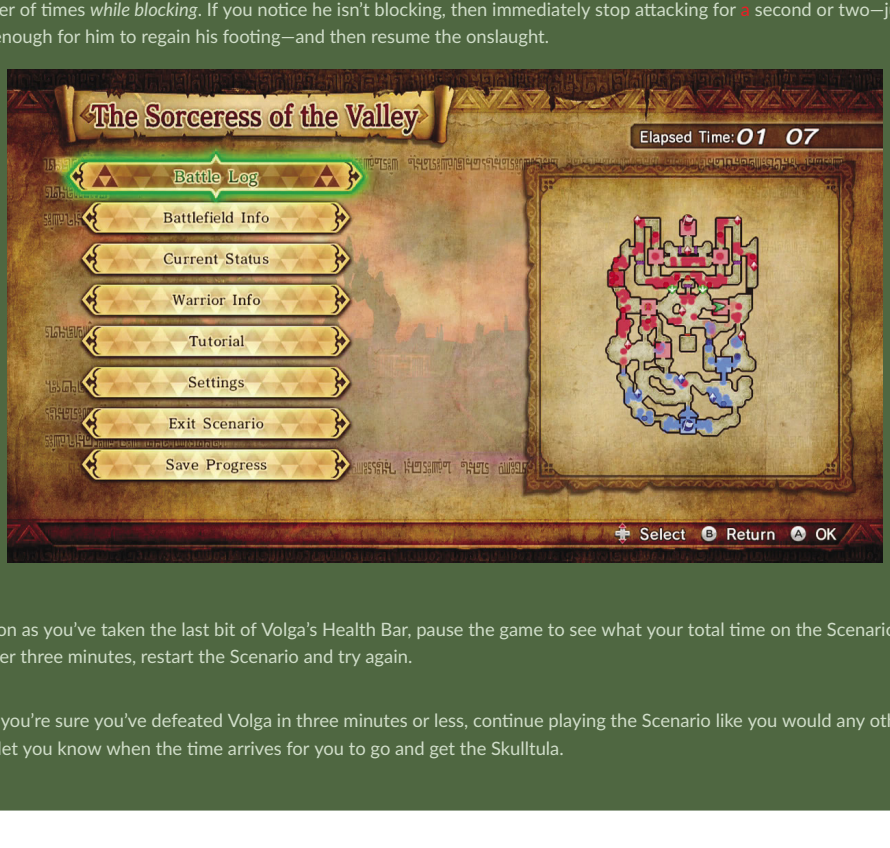
Link—Hard Gold Skulltula Opportunity


Sheik
If we capture the ruin keeps, it will provide a foothold against the Enemy Base.

To get the Hard Gold Skulltula in this Scenario, you must defeat Volga within three minutes of the Scenario's start. Volga is above and slightly to the left of the East Temple. We strongly suggest that you use the Battlefield Info option at Scenario Information screen to find him before starting the Scenario.


Lana
Let's go with that plan! Would it be better to split up into two and advance?

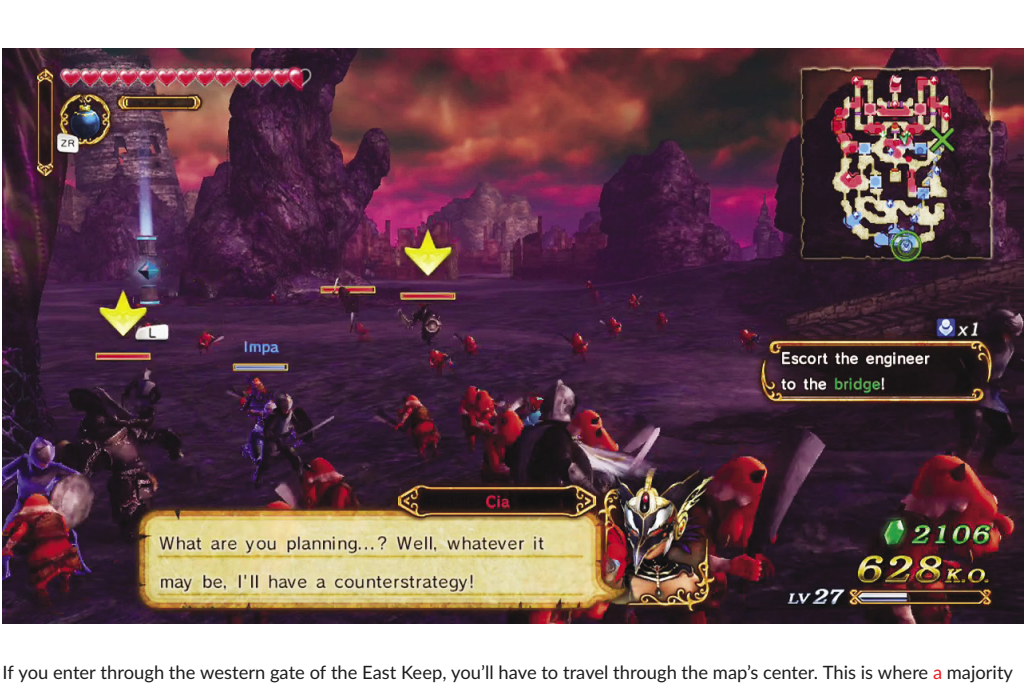
Despite his tenacity, Volga isn't a very difficult opponent to defeat. Keep hitting him until he makes a short hop into the air and comes down with his lance. This reveals his Weak Point Mark, which can be emptied by a single combo, allowing you to do one of your unquestionably powerful Weak Point Smashes. Volga does his short-hop lance attack after being hit a number of times *while blocking*. If you notice he isn't blocking, then immediately stop attacking for a second or two—just long enough for him to regain his footing—and then resume the onslaught.



As soon as you've taken the last bit of Volga's Health Bar, pause the game to see what your total time on the Scenario is. If it's over three minutes, restart the Scenario and try again.

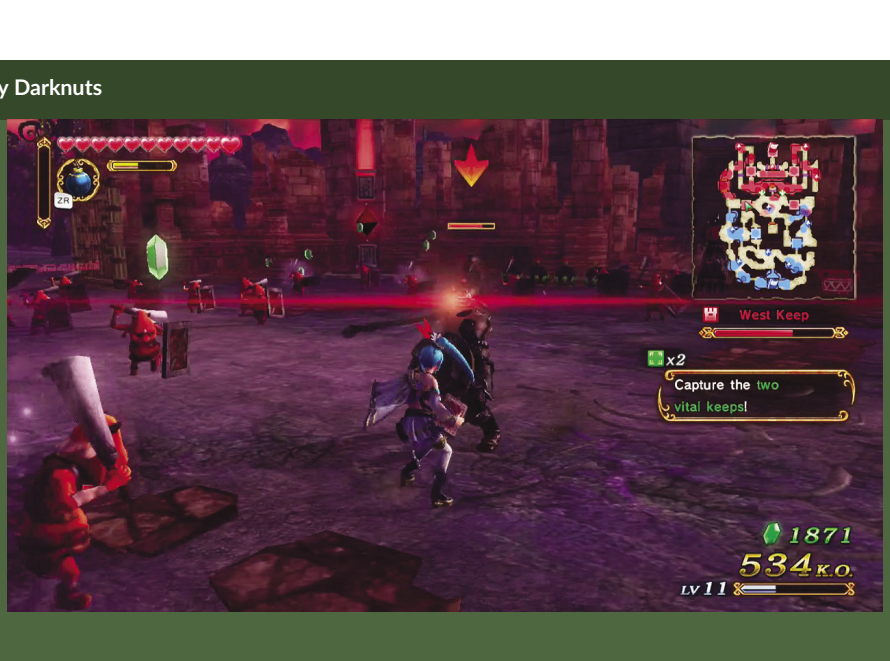
Once you're sure you've defeated Volga in three minutes or less, continue playing the Scenario like you would any other. We'll let you know when the time arrives for you to go and get the Skulltula.

Disaster Central

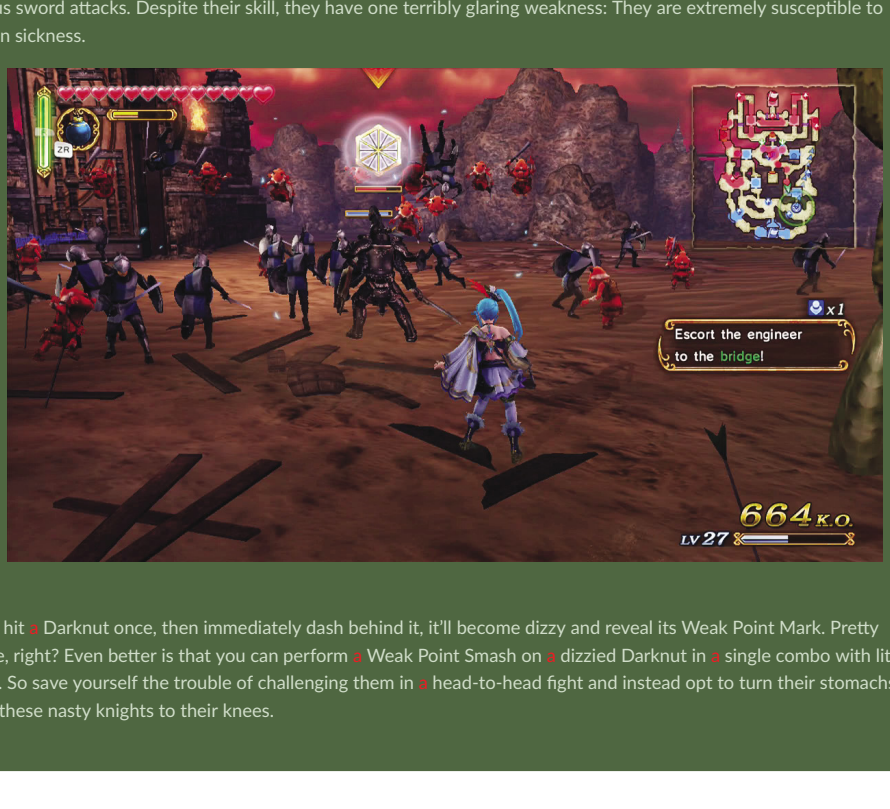

Cia
What are you planning...? Well, whatever it may be, I'll have a counterstrategy!

If you enter through the western gate of the East Keep, you'll have to travel through the map's center. This is where a majority of the Captains pass through over the course of the battle. Make it a point to defeat any Captain while passing through here, but only if you don't have a pressing objective to reach. You don't want to waste a too much time and end up losing the fight, right?

Dizzy Darknuts

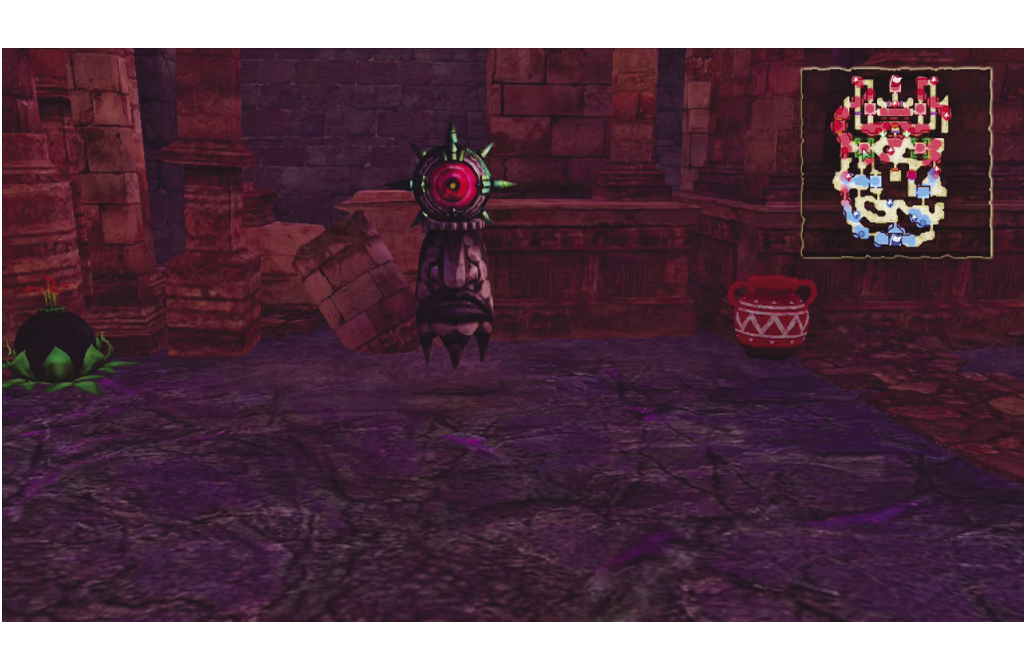


You'll find a new type of Captain called Darknut in this Scenario. These black knights wield swords and shields with incredible skill—they can block your attacks with ease and have the ability to rack up some serious damage with their various sword attacks. Despite their skill, they have one terribly glaring weakness: They are extremely susceptible to motion sickness.

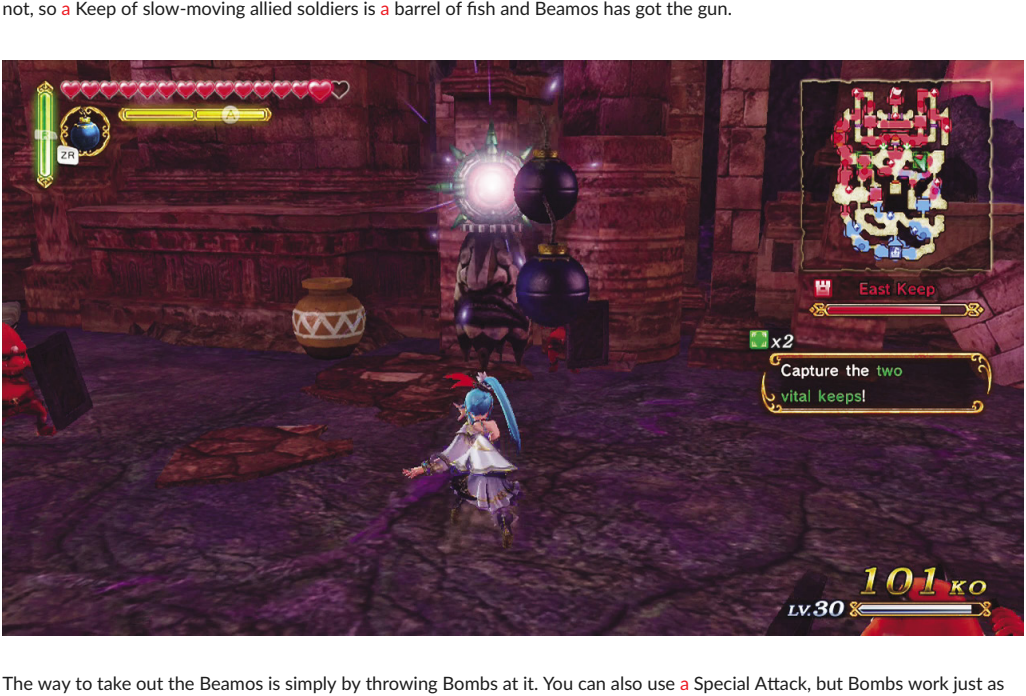


If you hit a Darknut once, then immediately dash behind it, it'll become dizzy and reveal its Weak Point Mark. Pretty simple, right? Even better is that you can perform a Weak Point Smash on a dizzied Darknut in a single combo with little effort. So save yourself the trouble of challenging them in a head-to-head fight and instead opt to turn their stomachs to bring these nasty knights to their knees.

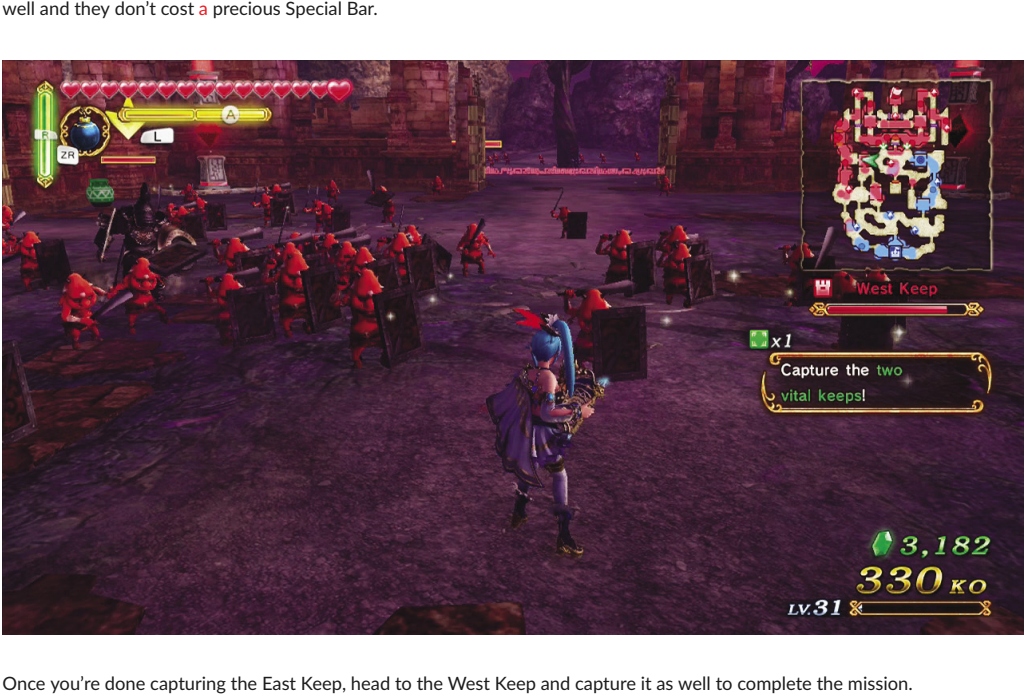
The Beamos's Laser Gaze



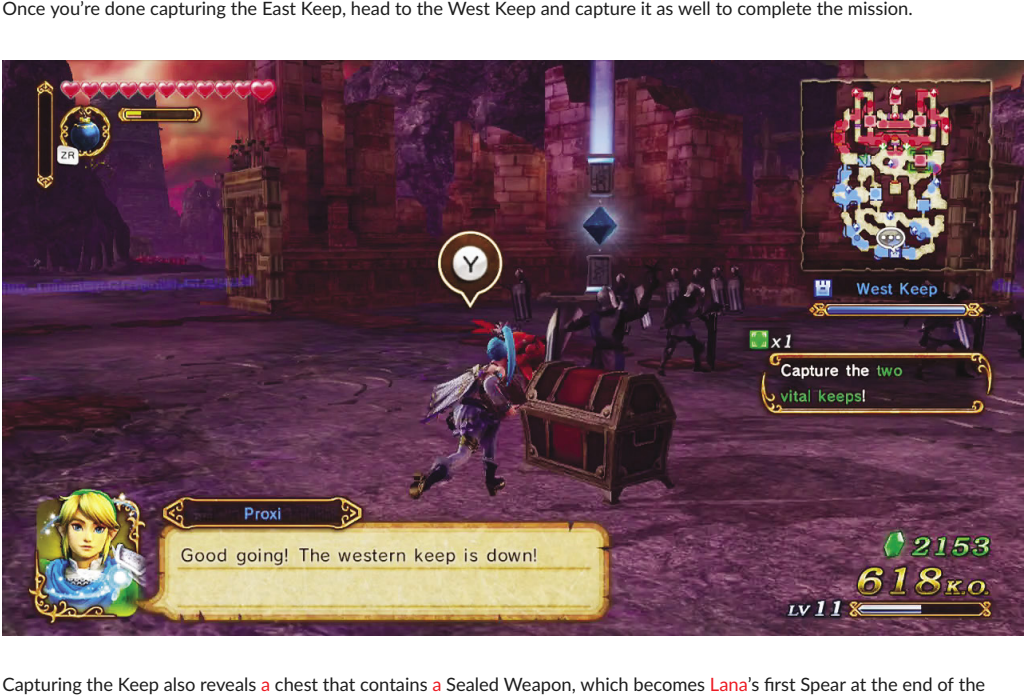
Once inside the East Keep, you run into a Beamos statue. These things still act like their *Legend of Zelda* counterparts, but they are far more destructive. If a Beamos sees you, or pretty much anyone else, it will shoot a laser across the ground in a straight line toward you. Once the Beamos stops shooting the laser, the path burned into the ground explodes. This is not only a pain for you, but it also can completely cripple Keeps that you've captured. The Beamos never stops firing, whether you're there or not, so a Keep of slow-moving allied soldiers is a barrel of fish and Beamos has got the gun.



The way to take out the Beamos is simply by throwing Bombs at it. You can also use a Special Attack, but Bombs work just as well and they don't cost a precious Special Bar.

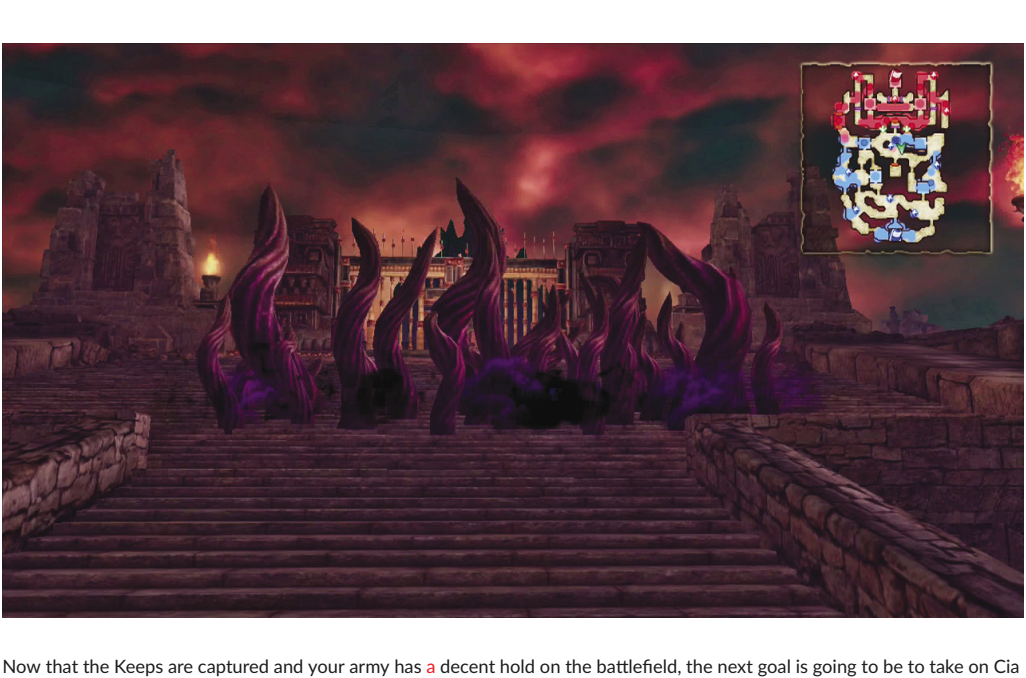


Once you're done capturing the East Keep, head to the West Keep and capture it as well to complete the mission.

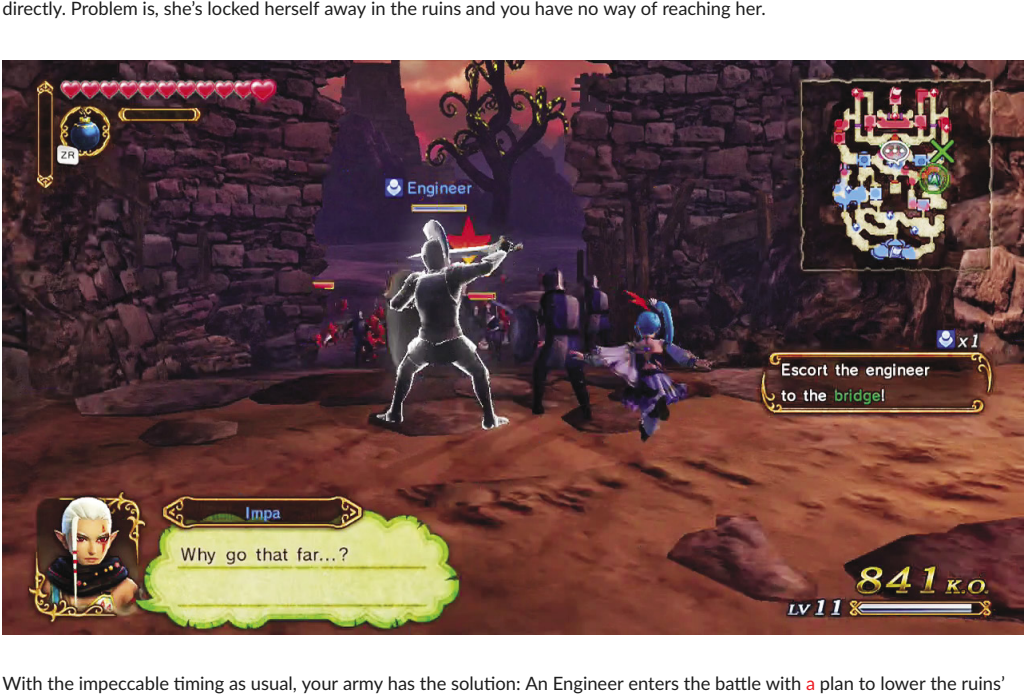

Proxi
Good going! The western keep is down!

Capturing the Keep also reveals a chest that contains a Sealed Weapon, which becomes Lana's first Spear at the end of the Scenario.

Building Bridges



Now that the Keeps are captured and your army has a decent hold on the battlefield, the next goal is going to be to take on Cia directly. Problem is, she's locked herself away in the ruins and you have no way of reaching her.

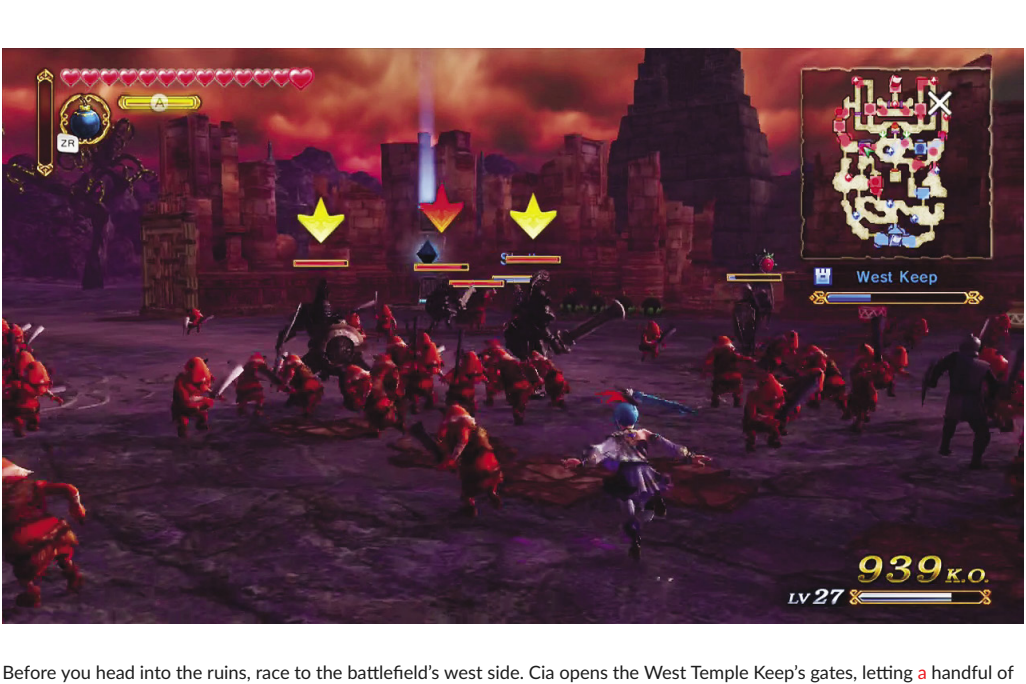

Impa
Why go that far...?

With the impeccable timing as usual, your army has the solution: An Engineer enters the battle with a plan to lower the ruins' east bridge. The problem is, you have to get the Engineer there first. As soon as you're done capturing the Keeps, race to the Allied Base and find the Engineer on its east side. Escort the Engineer as you did the Bombchu, by defeating anything and everything with a Health Bar that gets near the Engineer. Cia will send more Captains onto the field with the specific goal of defeating the Engineer before he reaches his destination. Don't allow them to do this; the Engineer will take care of the rest.

If you fail to protect the Engineer, don't sweat it too much. You won't fail the Scenario and the bridge will still come down, but your army will take a hit to its morale.

As soon as the Engineer reaches the bridge, your mission is complete.

Watch Your Flank!



Before you head into the ruins, race to the battlefield's west side. Cia opens the West Temple Keep's gates, letting a handful of Captains run free. These Captains will capture any Keeps they pass, but they'll ultimately head directly for the Allied Base, and your allies won't be able to handle that many Captains attacking at once. That's why you must head over there yourself and clear up all of the Captains in the area, then go back to the east and cross the bridge.

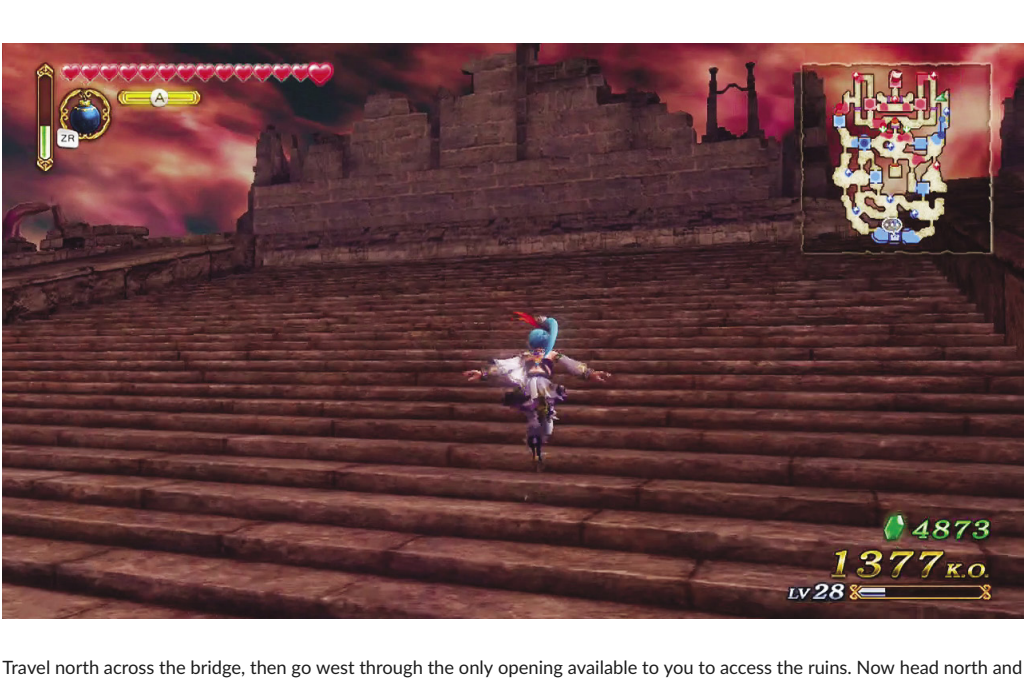
Gold Skulltula Opportunity

While fighting this barrage of Captains, you'll most likely hit 1,000 KOs. If that's the case, go to the south entrance of the West Temple Keep and you'll find the Gold Skulltula hanging out on the Keep's wall.

Heart Container Opportunity

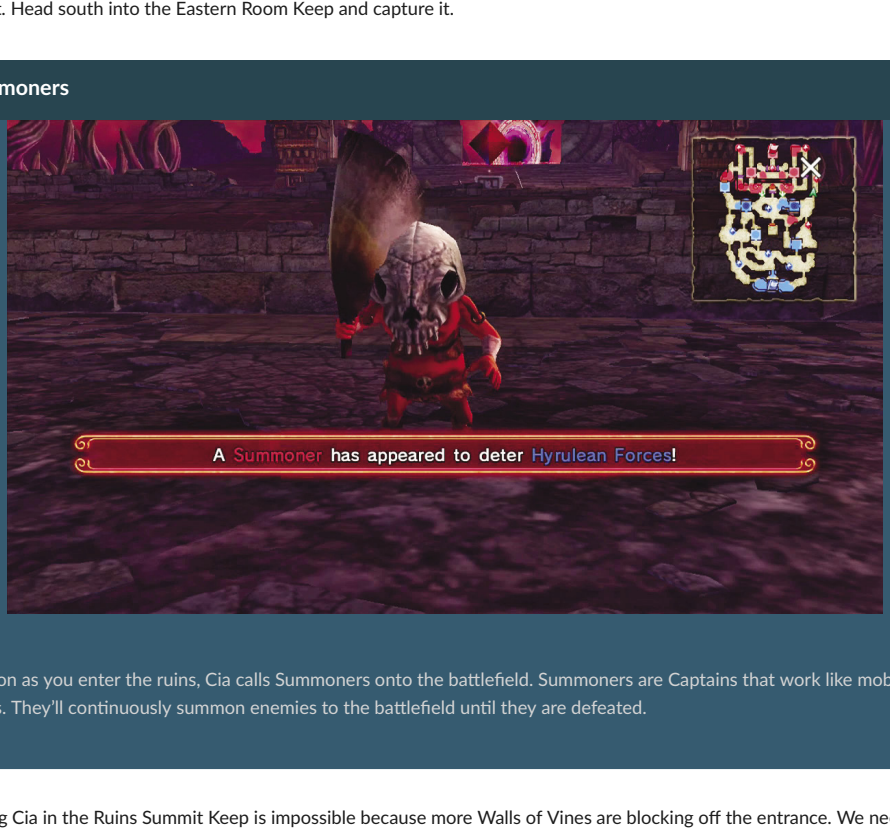
While playing as Lana, head to the westernmost point of the West Temple Keep to find a boulder concealing a treasure chest. Destroy the boulder with your Bombs to reveal the chest. Open it to claim your new Heart Container.

Cia's Stronghold



Travel north across the bridge, then go west through the only opening available to you to access the ruins. Now head north and around the bend. The southern path is blocked by an indestructible Wall of Vines, so taking that path isn't an option at the moment. Head south into the Eastern Room Keep and capture it.

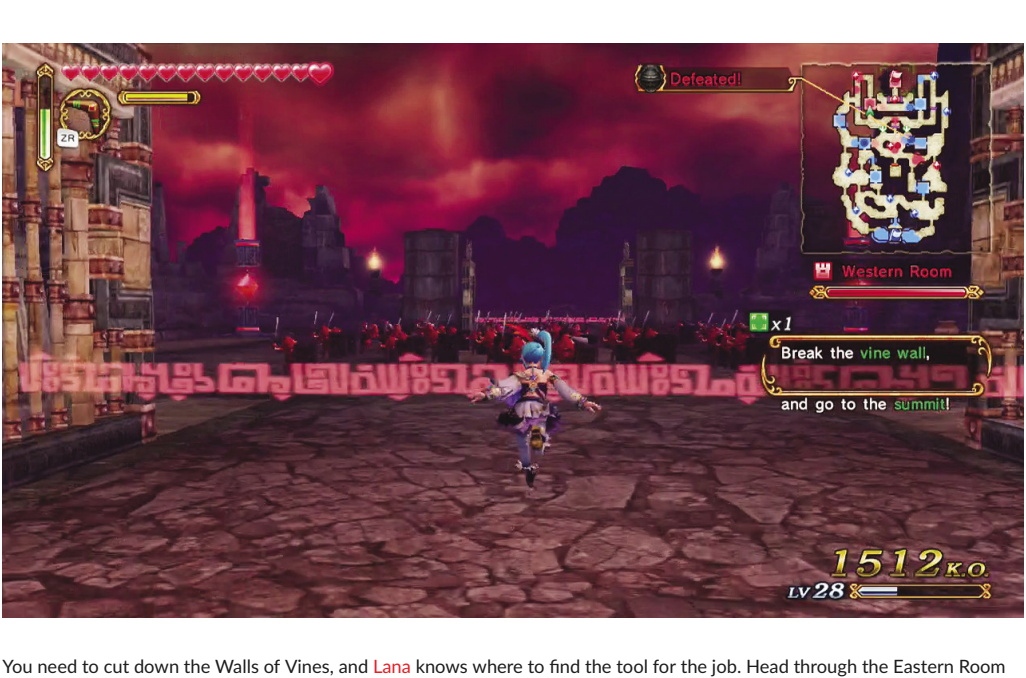
Summoners


A Summoner has appeared to deter Hyrulean Forces!

As soon as you enter the ruins, Cia calls Summoners onto the battlefield. Summoners are Captains that work like mobile Keeps. They'll continuously summon enemies to the battlefield until they are defeated.

Reaching Cia in the Ruins Summit Keep is impossible because more Walls of Vines are blocking off the entrance. We need to get something to deal with these things or we're going to get nowhere fast!

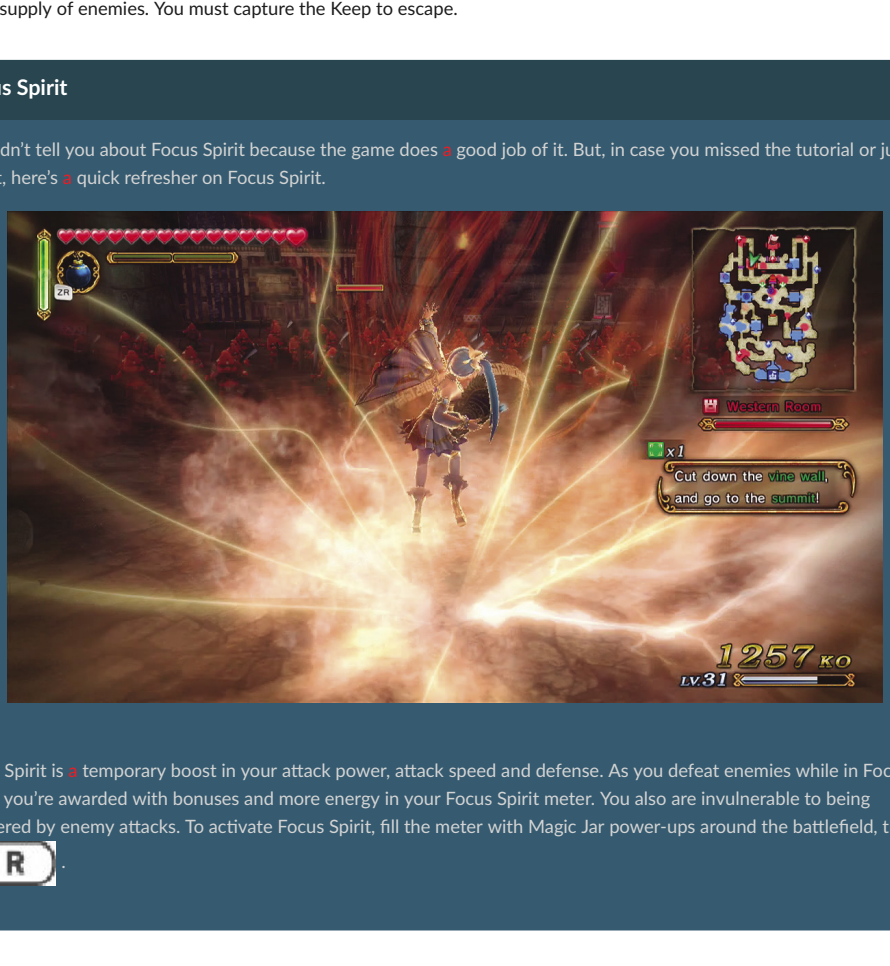
Trimming the Wall of Vines



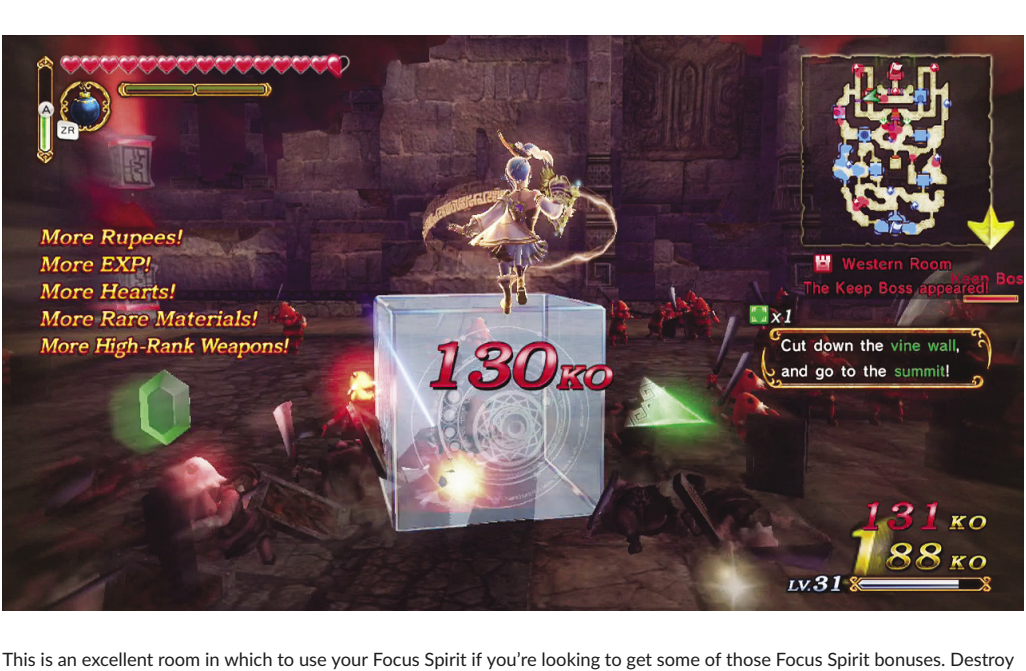
You need to cut down the Walls of Vines, and Lana knows where to find the tool for the job. Head through the Eastern Room Keep's western gate and go west into the Western Room Keep. Once you're inside, the gates slam shut, locking you in with an endless supply of enemies. You must capture the Keep to escape.

Focus Spirit

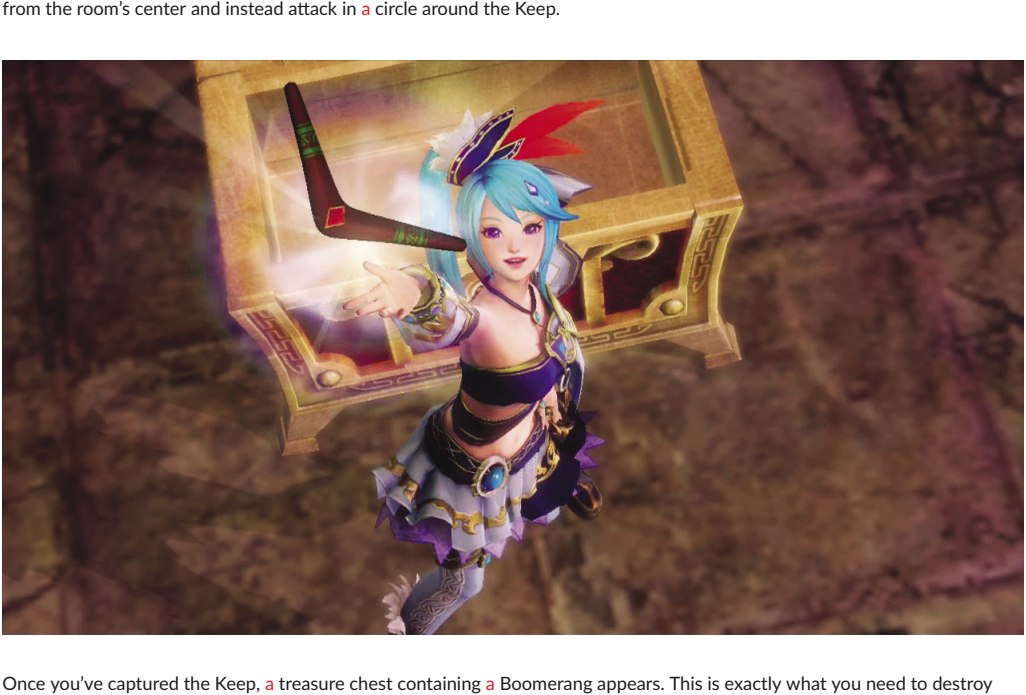
We didn't tell you about Focus Spirit because the game does a good job of it. But, in case you missed the tutorial or just forgot, here's a quick refresher on Focus Spirit.



Focus Spirit is a temporary boost in your attack power, attack speed and defense. As you defeat enemies while in Focus Spirit, you're awarded with bonuses and more energy in your Focus Spirit meter. You also are invulnerable to being staggered by enemy attacks. To activate Focus Spirit, fill the meter with Magic Jar power-ups around the battlefield, then hit R.

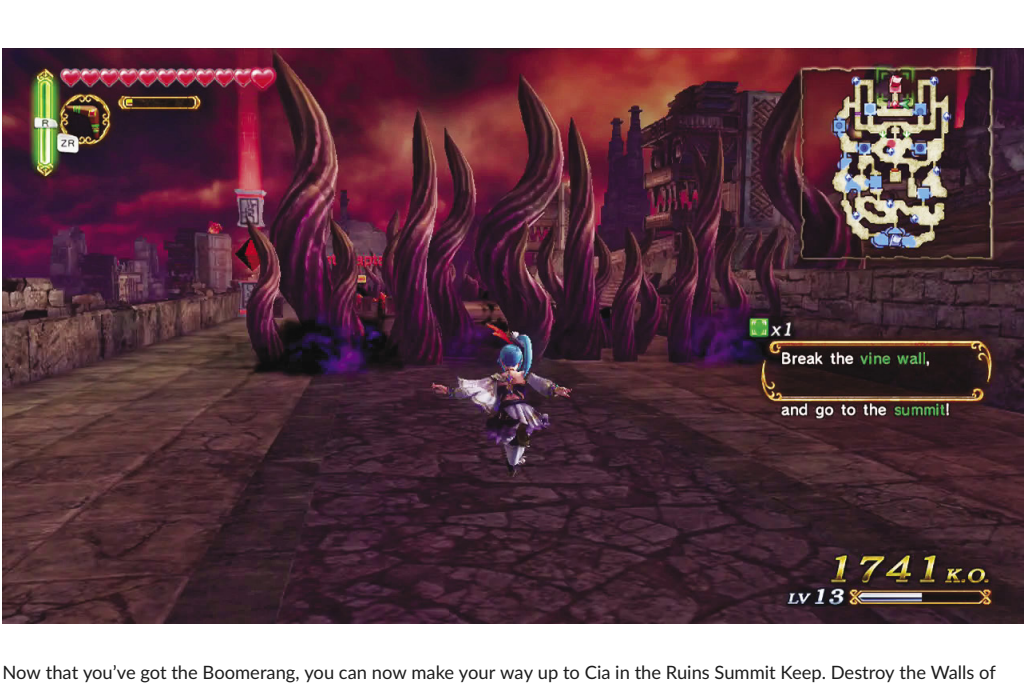


This is an excellent room in which to use your Focus Spirit if you're looking to get some of those Focus Spirit bonuses. Destroy the Beamos statue on the west side of the room, activate your Focus Spirit, and start swinging. If you want the maximum bonus you must avoid defeating the Keep Boss until your Focus Spirit runs out. This is pretty tough but doable if you stay away from the room's center and instead attack in a circle around the Keep.



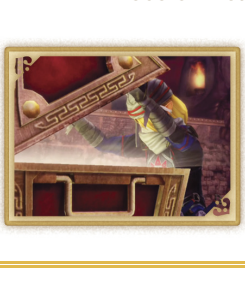
Once you've captured the Keep, a treasure chest containing a Boomerang appears. This is exactly what you need to destroy the Walls of Vines! It also does a pretty solid job of dizzying enemies so that you can smack them around a bit without fear of retaliation.

Confront Cia!



Now that you've got the Boomerang, you can now make your way up to Cia in the Ruins Summit Keep. Destroy the Walls of Vines blocking the Keep's entrance and go in. Cia makes like a Wizzro and flees the scene, leaving behind her favorite pet plant, Manhandla, to keep you occupied.

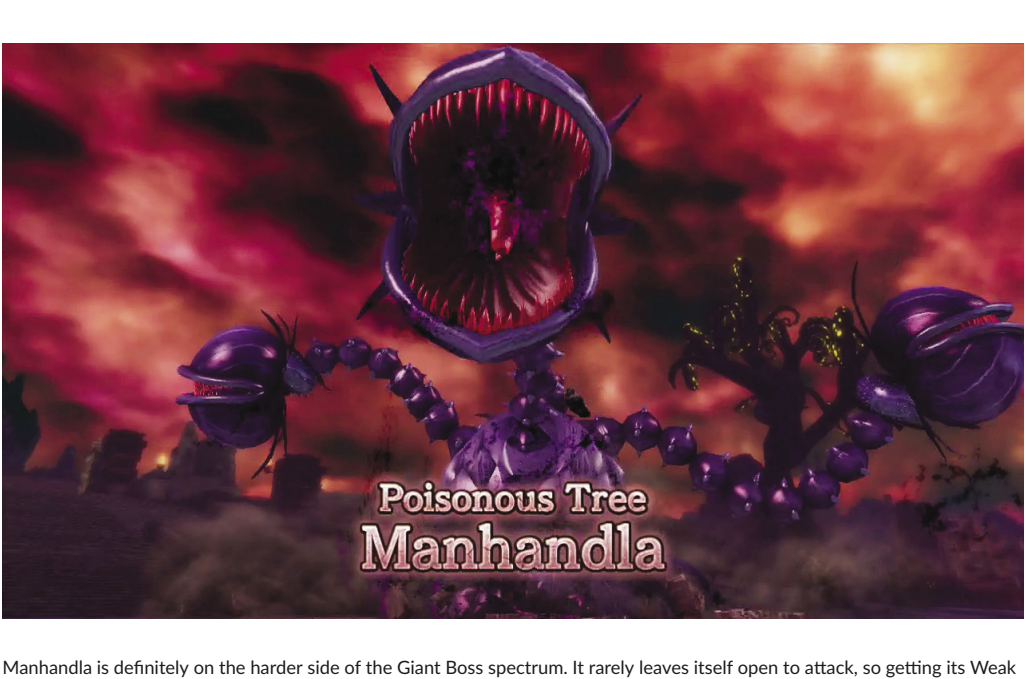
Piece of Heart Opportunity



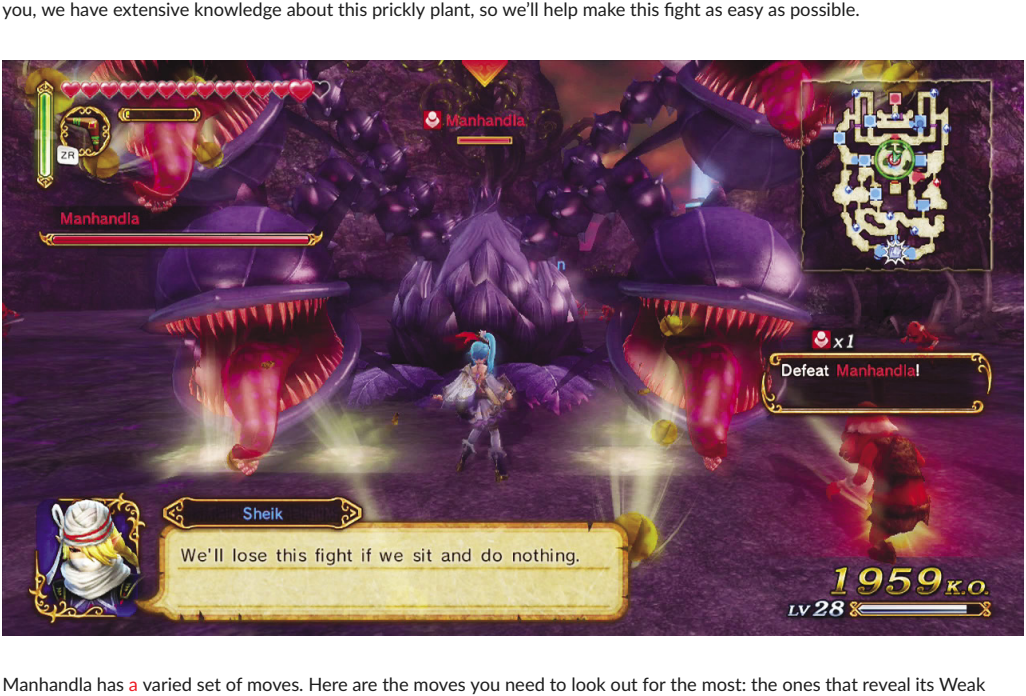
Make sure to capture the Ruins Summit Keep while playing as Sheik to find a chest containing a Piece of Heart.

Move south toward Manhandla, but instead of jumping off the ledges leading to the central area of the map, defeat the Gatekeeper Captain to open the gate and head on down the stairs. This makes it easier to get the Hard Gold Skulltula if this is your second playthrough. If not, getting more Materials and Weapons from a Captain is never a bad thing.

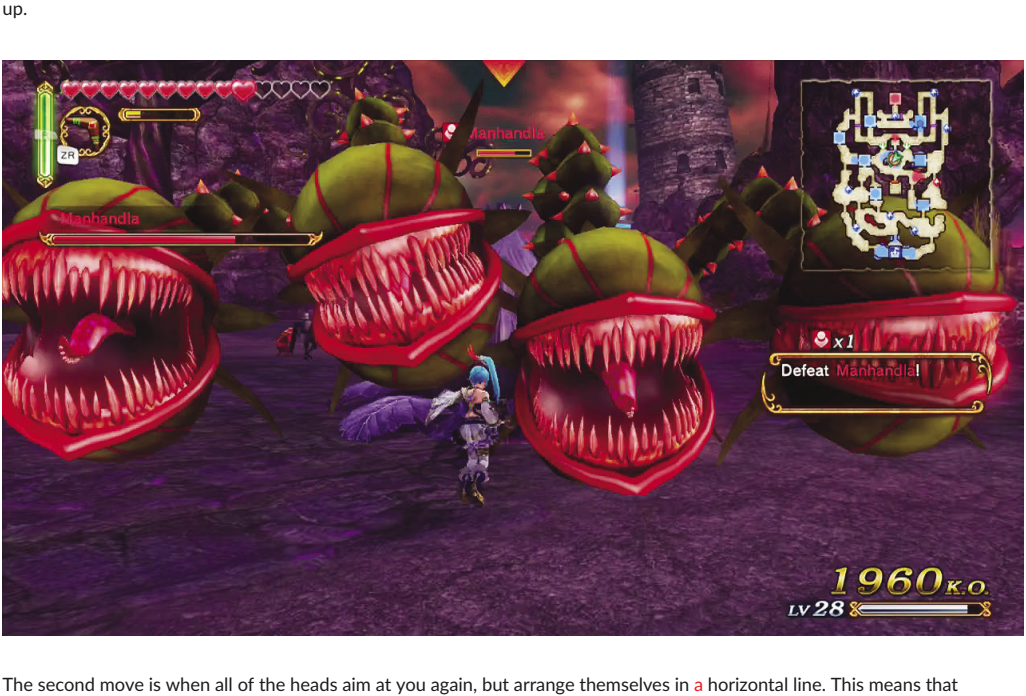
Boss Fight: Manhandla



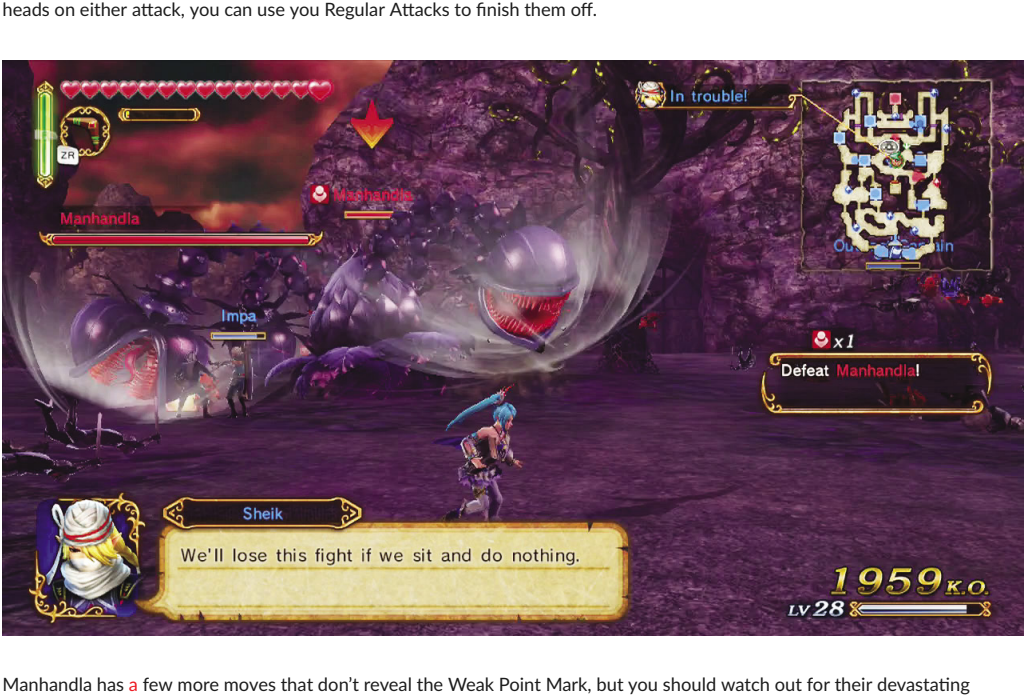
Manhandla is definitely on the harder side of the Giant Boss spectrum. It rarely leaves itself open to attack, so getting its Weak Point Mark out is often a pain. Also, it can rampage across the field in an unpredictable manner, which does a good bit of damage and is unblockable. It also continuously pelts the Allied Base with seed mortars whenever you're not near it. Lucky for you, we have extensive knowledge about this prickly plant, so we'll help make this fight as easy as possible.


Sheik
We'll lose this fight if we sit and do nothing.

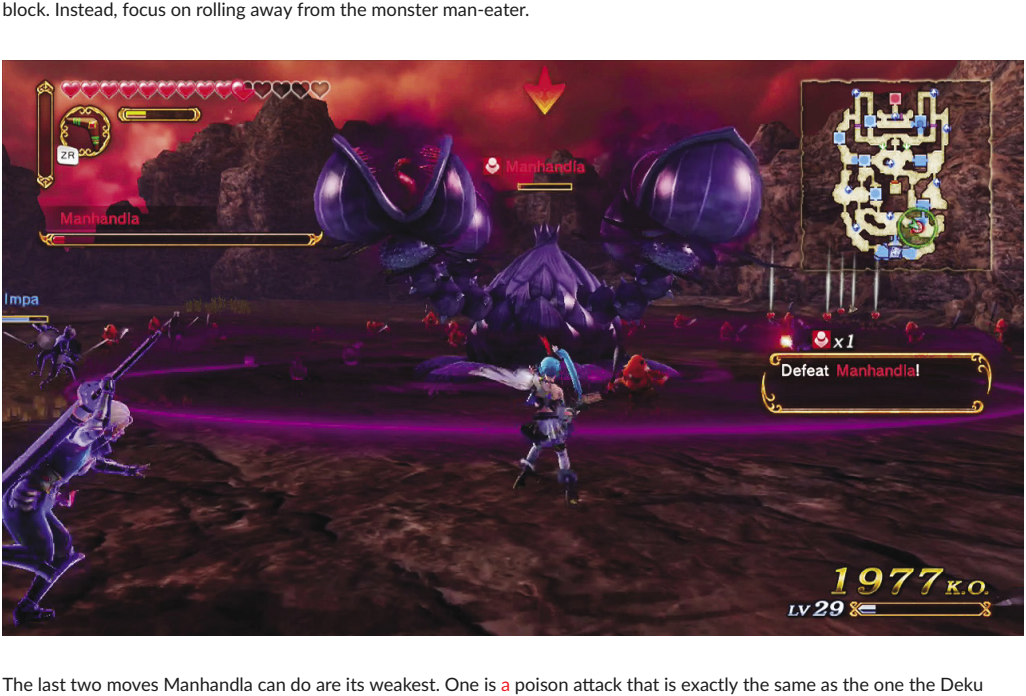
Manhandla has a varied set of moves. Here are the moves you need to look out for the most: the ones that reveal its Weak Point Mark. The first and most common of these two attacks is Manhandla's seeding spitting assault. All of its heads aim at you, but in a specific tiered pattern (use above screenshot for reference). When you see this, block immediately. You'll be pelted relentlessly by seeds for a few seconds. Watch for when Manhandla's Stalks turn green; this is the time to attack. Don't bother with normal attacks: Hit Manhandla with your Boomerang instead. Make sure you're good and close before throwing it, because the Boomerang doesn't have a great range and it also can't be aimed. When you hit one of Manhandla's heads, it retracts into its body. As soon as you knock all four of its heads with the Boomerang Manhandla's Weak Point Mark shows up.



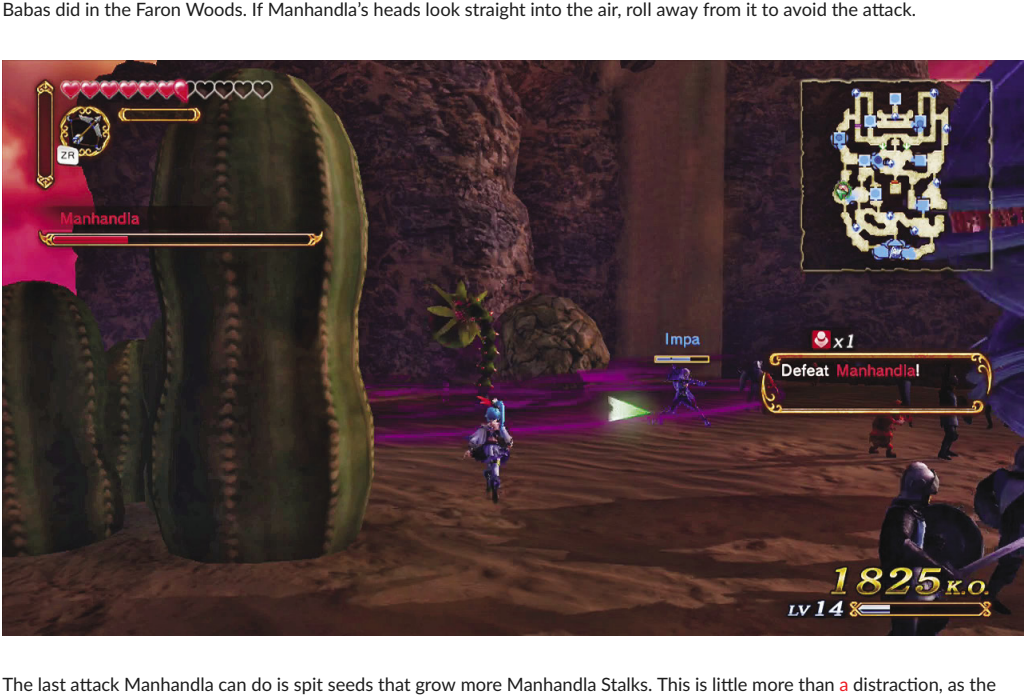
The second move is when all of the heads aim at you again, but arrange themselves in a horizontal line. This means that Manhandla is about to try to take a bite out of you with all of its heads, one at a time. Instead of blocking immediately, throw your Boomerang and you'll likely knock all of them down at once, revealing the Weak Point Mark. If you missed any of the heads on either attack, you can use you Regular Attacks to finish them off.


Sheik
We'll lose this fight if we sit and do nothing.

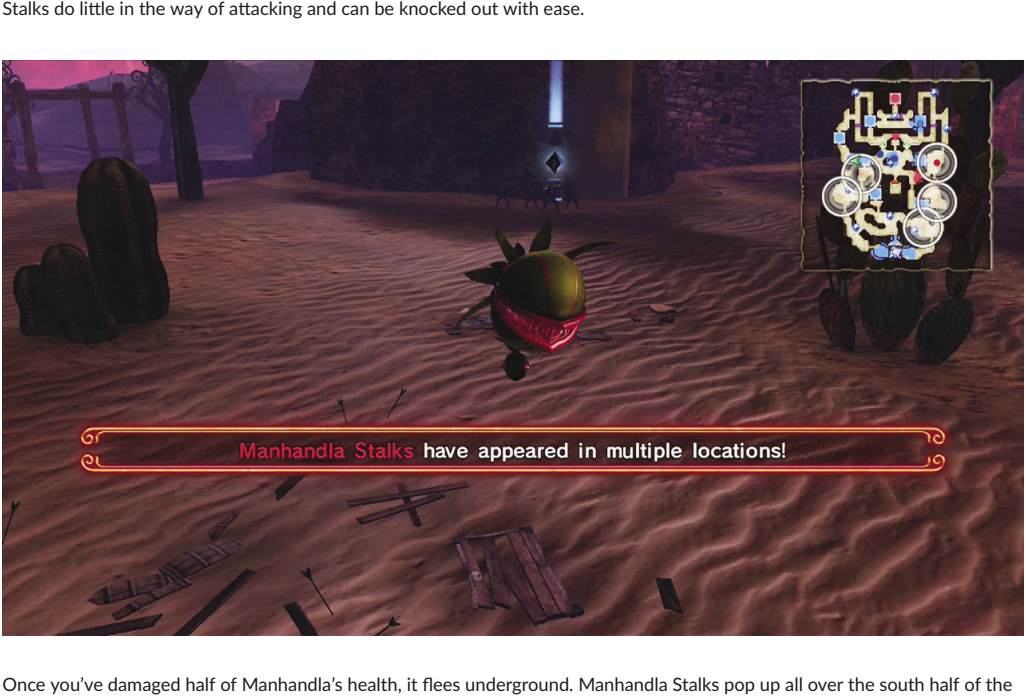
Manhandla has a few more moves that don't reveal the Weak Point Mark, but you should watch out for their devastating power. The first of these is the aforementioned rampage attack. The Manhandla pulls itself out of the ground and begins thrashing around the area violently. Blocking doesn't work against this attack, as the Manhandla can just break through the block. Instead, focus on rolling away from the monster man-eater.



The last two moves Manhandla can do are its weakest. One is a poison attack that is exactly the same as the one the Deku Babas did in the Faron Woods. If Manhandla's heads look straight into the air, roll away from it to avoid the attack.



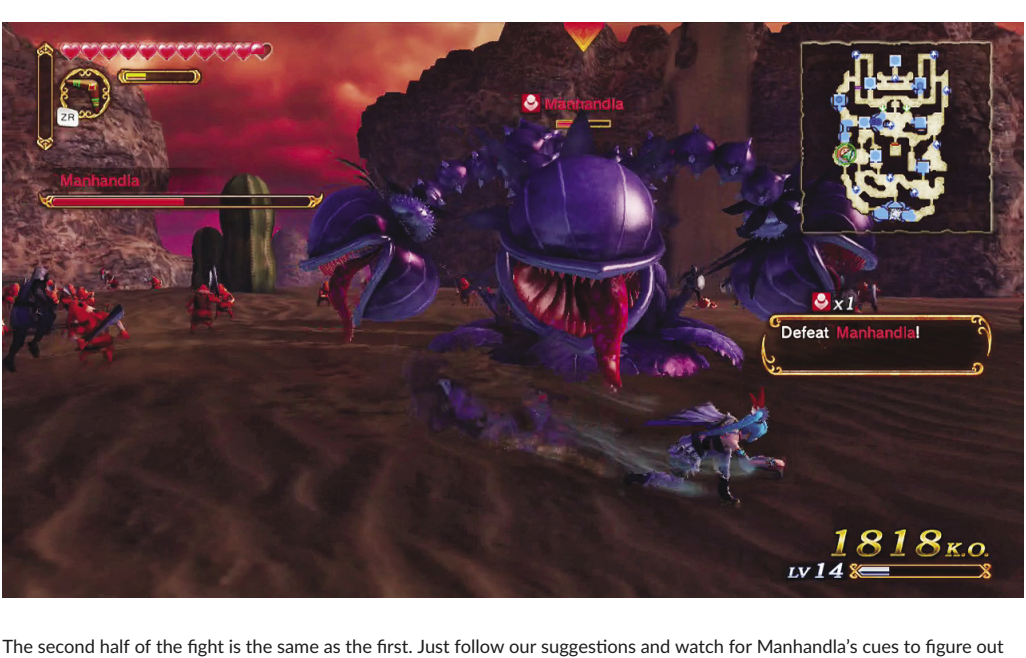
The last attack Manhandla can do is spit seeds that grow more Manhandla Stalks. This is little more than a distraction, as the Stalks do little in the way of attacking and can be knocked out with ease.


Manhandla Stalks have appeared in multiple locations!

Once you've damaged half of Manhandla's health, it flees underground. Manhandla Stalks pop up all over the south half of the battlefield and you must find the real one by cutting down each of the Stalks. We'll save you the trouble and tell you which Stalks Manhandla always hides under. Attack either the southwestern or southeastern Stalks to get the Manhandla to come back up again and ignore the others. Once Manhandla resurfaces, the other Stalks disappear.

Hard Gold Skulltula Continued

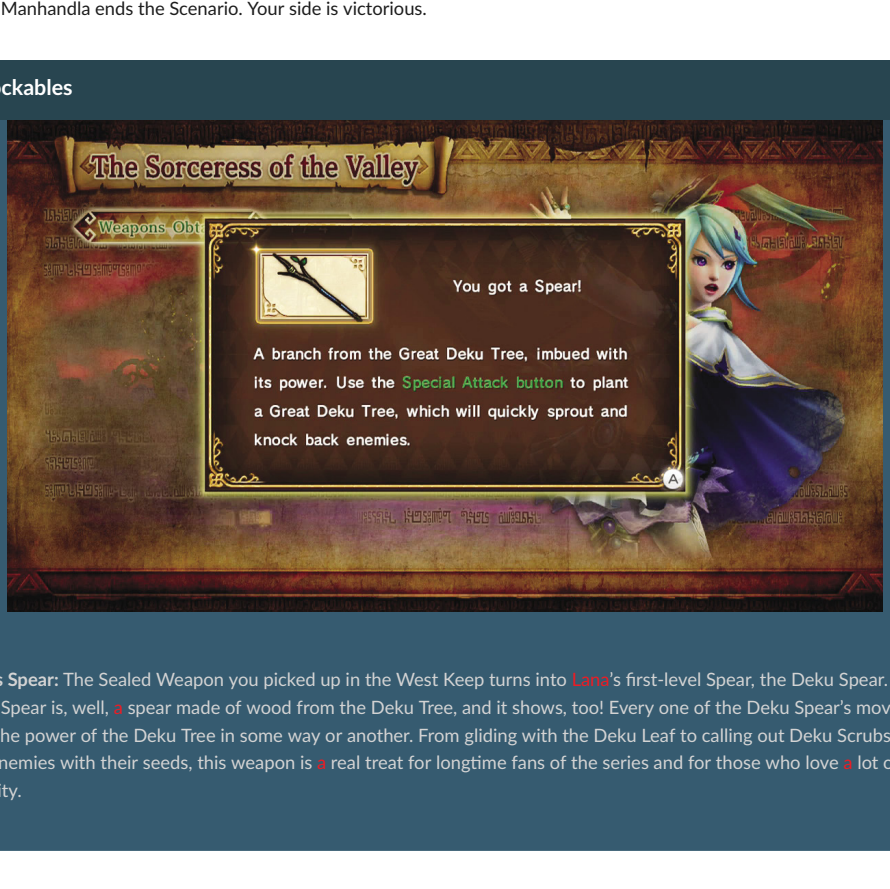
If you were successful in defeating Volga within three minutes of the Scenario's start, all you need to do now is get Manhandla down to half health to cause it to flee, then come back up from the ground by defeating the correct Manhandla Stalk. Once you do, head straight for the central ruins' stairs. The Skulltula is sitting on the other side of the gate.



The second half of the fight is the same as the first. Just follow our suggestions and watch for Manhandla's cues to figure out how to dodge its attacks. For added swiftness, Manhandla is actually quite susceptible to Special Attacks and Focus Spirit. You can almost always reveal its Weak Point Mark if you hit it with the Focus Spirit finishing attack or a Special, regardless of what move it's using at the time. Make sure to use those moves during this second half and Manhandla will be hung out to dry in no time. Just note that this doesn't work 100 percent of the time with all Warriors—Link can make it happen almost every time with both moves, but Lana's Special struggles to hit all of the Manhandla Stalks. That doesn't mean you shouldn't try anyway, however.

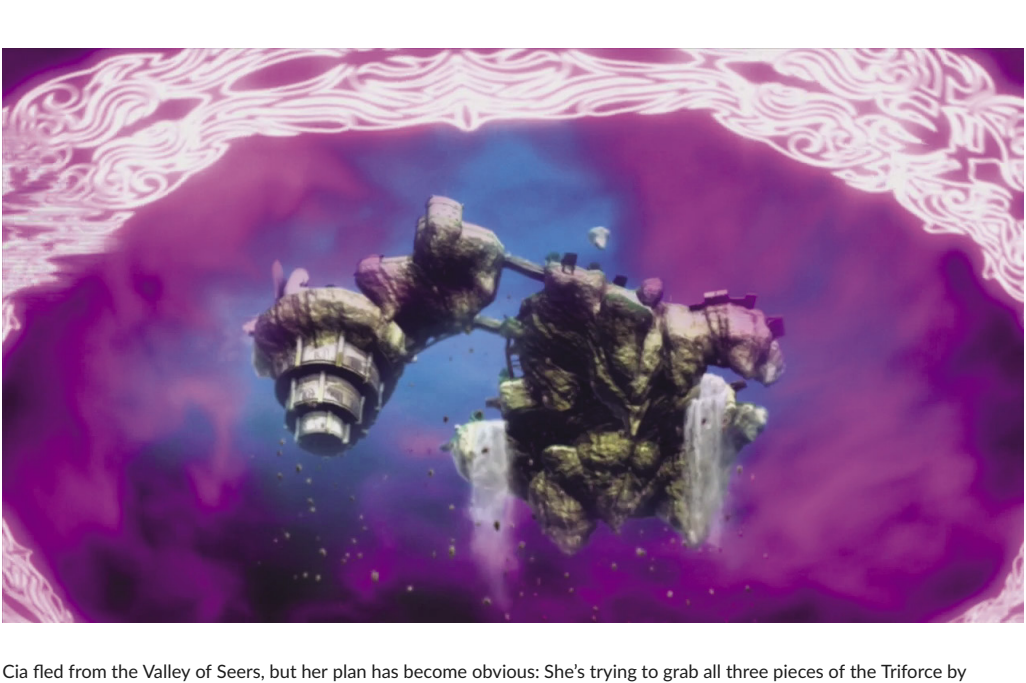
Beating Manhandla ends the Scenario. Your side is victorious.

Unlockables


You got a Spear!
A branch from the Great Deku Tree, imbued with its power. Use the Special Attack button to plant a Great Deku Tree, which will quickly sprout and knock back enemies.

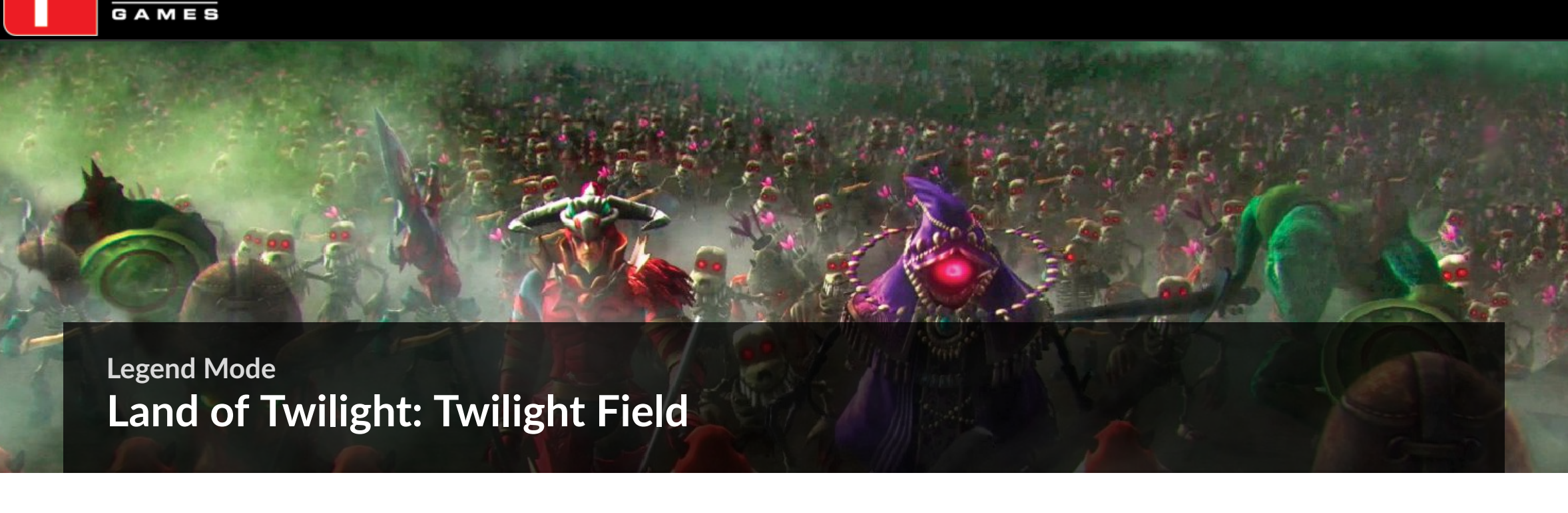
Lana's Spear: The Sealed Weapon you picked up in the West Keep turns into Lana's first-level Spear, the Deku Spear. The Deku Spear is, well, a spear made of wood from the Deku Tree, and it shows, too! Every one of the Deku Spear's moves uses the power of the Deku Tree in some way or another. From gliding with the Deku Leaf to calling out Deku Scrubs to pelt enemies with their seeds, this weapon is a real treat for longtime fans of the series and for those who love a lot of mobility.

A Link Between Worlds



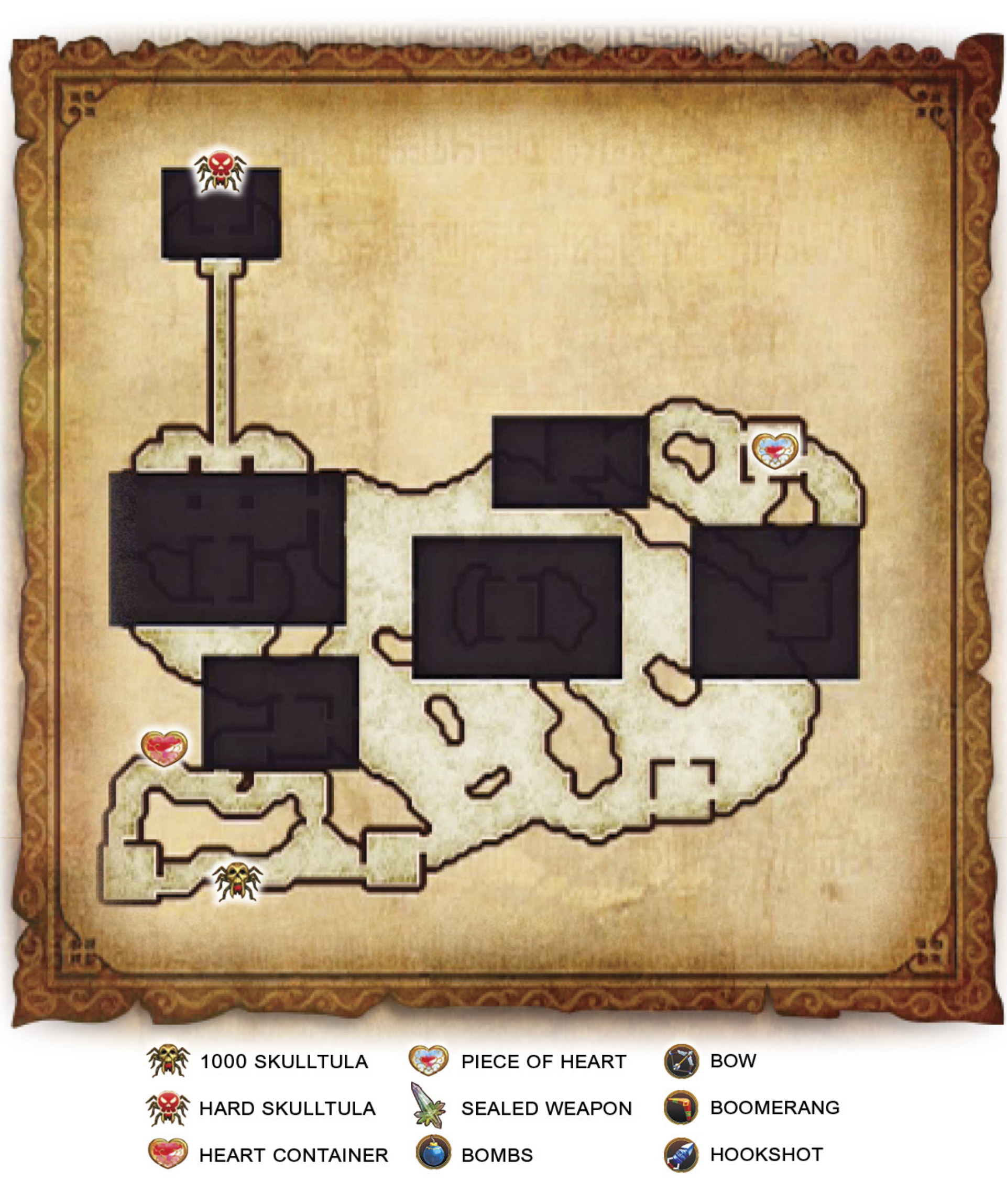
Cia fled from the Valley of Seers, but her plan has become obvious: She's trying to grab all three pieces of the Triforce by traveling through different eras of Hyrule's history! At this point in Legend Mode, the Scenarios branch, meaning you can travel to different Hyrules from across *The Legend of Zelda* series and you'll get to choose what order you want to visit them in. You are free to select whichever Scenario you want to do first, but you'll get more unlockables if you follow our path. If you're fine on holding off on getting some extra treasures for the time being, pick the Scenario that interests you most and flip to that Scenario in this section of the guide.

If you're looking to follow our path, turn the page; we're starting this strange journey with Scenarios in the world of *Twilight Princess*.



Legend Mode

Land of Twilight: Twilight Field


1000 SKULLTULA
HARD SKULLTULA
HEART CONTAINER
PIECE OF HEART
SEALED WEAPON
BOMBS
BOW
BOOMERANG
HOOKSHOT

Playable Characters

Lana

Heart Container

Lana—Hookshot Needed

Piece of Heart

Lana

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Lana—Defeat Midna before Cia flees the front lines and then capture the Bridge Keep.

Unlockables

Midna

Victory Conditions

Find the Gate of Souls.

Defeat Conditions

If the villager flees or the Allied Base is captured.

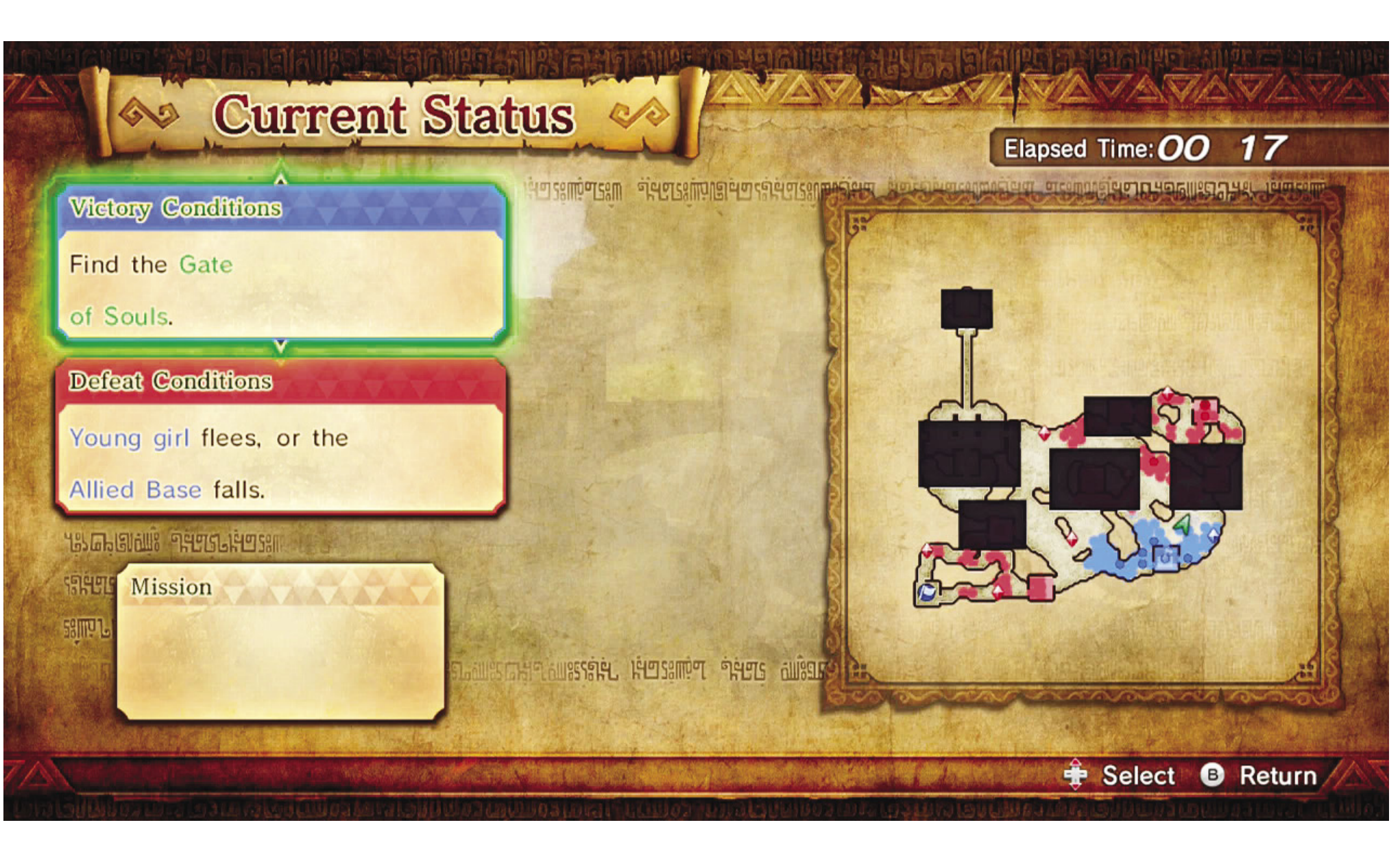
Warriors of Twilight

???
Eeek! I'm in big trouble!
0 K.O.
LV 14

The group split up to see what lies beyond each of the portals. The portal Lana walks through leads her to a field covered in pockets of shadow and monsters in the Hyrule of *Twilight Princess*. Before she can make sense of this phenomenon she hears the cries of someone in need.

Lana's Deku Spear is recommended by the game for this Scenario, but the spear is more for mobility; if Lana isn't a particularly high level—which she won't be at this point in the game—using the Spear is a bit of a handicap. Our recommendation is to use the Book of Sorcery instead, but, as always, you are free to use whatever weapons you find to be the most fun and interesting, and the Deku Spear certainly is both of those things.

Twilight Patches


Current Status
Elapsed Time: 00 17
Victory Conditions
Find the Gate of Souls.
Defeat Conditions
Young girl flees, or the Allied Base falls.
Mission
Select
Return

The first things you'll likely notice in this Scenario are the big, black squares all over the minimap. No, your game isn't broken; those are pockets of Twilight that we'll be referring to as Twilight Patches. Inside each of these patches is a Keep protected by Dark Keep Bosses, Captains that are quite vicious and challenging to fight. If you defeat the Dark Keep Boss, the Twilight Patch will clear up. Be warned, however: If the Keep is taken back by enemy forces, the Twilight Patch will reappear, meaning you'll have to capture the Keep within to dispel the Twilight once more.

With that said, don't worry about the Twilight Patches at the moment. They'll play a big role in the latter half of the fight, but for right now you have more pressing issues to deal with.

Save the Villager

Rocky Square
x1
Save the young girl!
???
Aieee! Can anyone hear me?!
My name is Agitha! Someone, help!
249 K.O.
LV 15

The cries are coming from a young villager who is being attacked by enemies in the abandoned Keep in the southwest corner of the battlefield. Waste no time heading toward the villager, but feel free to capture the Rocky Square Keep on the way; all you need to do is reach the villager to save her, so if you're nearby, you can race to her if her health gets too low.

Once you reach the abandoned Keep, you discover the identity of the villager; it's the Bug Princess, Agitha. She's very passionate about anything and everything insect-related, and she proves it almost immediately when a rare Goddess Butterfly flies by and she single-mindedly follows it.

Bug Catching

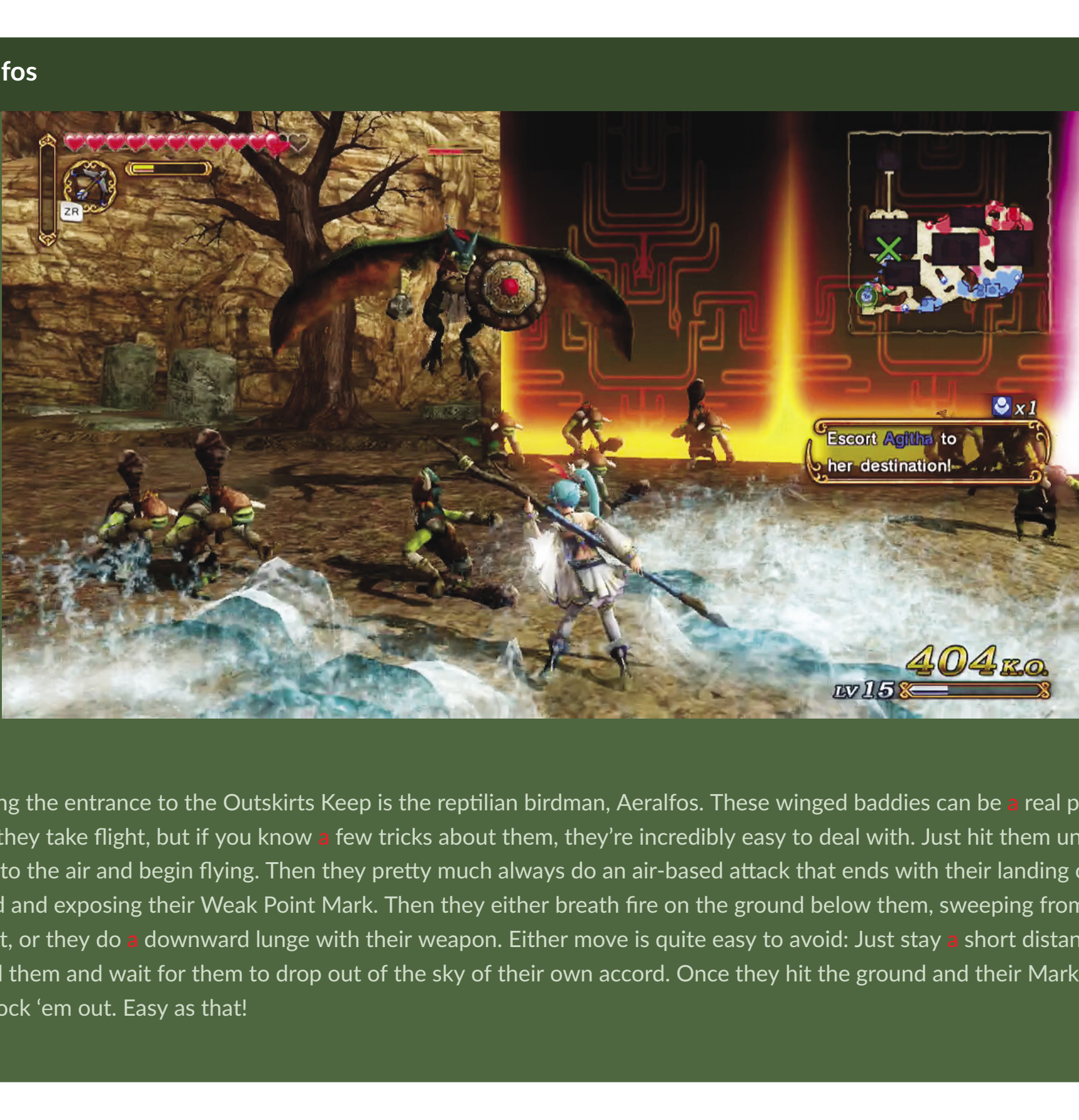
Agitha
x1
Escort Agitha to her destination!
936
355 K.O.
LV 15

Escort Agitha while she chases the Goddess Butterfly. Despite her unerring bug-lust, she'll stop for any enemies that get near her, instead of simply stopping for enemies with Health Bars, meaning you'll have to clear out anything near her to get her moving again.

x1
Escort Agitha to her destination!
1307
484 K.O.
LV 15

Agitha's destination is the center of the Twilight Patch above the Outskirts Keep, but you'll have to capture the Keep before you can reach the Patch. Before you enter the Outskirts Keep, you'll have to guide Agitha to its east gate. When she reaches the gate she opens it. It's time to go to work capturing it.

Aeralfos


x1
Escort Agitha to her destination!
404 K.O.
LV 15

Blocking the entrance to the Outskirts Keep is the reptilian birdman, Aeralfos. These winged baddies can be a real pain when they take flight, but if you know a few tricks about them, they're incredibly easy to deal with. Just hit them until they leap into the air and begin flying. Then they pretty much always do an air-based attack that ends with their landing on the ground and exposing their Weak Point Mark. Then they either breath fire on the ground below them, sweeping from left to right, or they do a downward lunge with their weapon. Either move is quite easy to avoid: Just stay a short distance behind them and wait for them to drop out of the sky of their own accord. Once they hit the ground and their Mark pops up, knock 'em out. Easy as that!

Heart Container Opportunity

Directly north of the southeastern Keep where you first met Agitha, you'll find Lana's Heart Container. You'll need the Hookshot from a later level, so you won't have access to the Container on your first trip to the Twilight Field. Make sure you don't forget to come back once you do.

Once you reach the center of the Twilight Patch above the Outskirts Keep, another face familiar to fans of *Twilight Princess* makes an appearance: the Twilight Princess herself, Midna. Unfortunately, Midna is also at war with Cia and she has little time to exchange pleasantries. Even worse, she steals the Goddess Butterfly and uses it to guide her to Cia's Keep, leaving behind her personal guard to do away with Lana and Agitha.

The Twilight Invasion

Midna and her army enter the field as a second oppositional force, meaning you now need to fight the Twilight Army and the Dark Army. To make matters worse, Midna is empowered by the Twilight Patches around the battlefield, meaning challenging her head-on is going to be quite difficult until you clear out some of the Patches.

West Field Keep
Agitha
Oh no! Mister Butterfly, come back! That angry cat just drove Mister Butterfly away!
580 K.O.
LV 15

Before you pursue Midna, capture the West Field Keep, right where you are. This will further weaken Midna and help keep Agitha safe while she waits for you to get the Goddess Butterfly.

Keep Boss!
Dark Aeralfos
North Field Keep
The Keep Boss appeared!
Lana
Wait--did you create the shadows here? Because this is how we get monsters!
600 K.O.
LV 33

To reclaim the Goddess Butterfly, you'll need to defeat Midna. Instead of challenging her directly, head off and capture the East and North Field Keeps to further weaken her (the Central Keep won't be open to you just yet, so don't worry about going there just yet).

Gold Skulltula Opportunity

Around this time, you'll probably have 1,000 KOs. If that's the case, run down to the southeastern Keep where you found Agitha. Directly to the right of the Keep, you find the Skulltula scuttling along the side of a house. Defeat it and claim your puzzle piece.

A Hyrulian Standoff

Midna slowly makes her way toward Cia's Keep. Once Midna reaches the Keep, Cia flees, causing Midna to turn her wrath onto you and Agitha. She teleport over to the bridge just below the Bridge Keep. If you defeat her before she teleports, she'll appear on the bridge with half health, which is definitely a welcome advantage.

Hard Gold Skulltula Opportunity

This is undoubtedly one of the easiest Hard Gold Skulltulas you can get in the game. As soon as Midna enters the battlefield, fight and defeat her. She doesn't have a lot of health, so she can be knocked out pretty easily. If she is giving you trouble, you just need to remove more Twilight Patches to weaken her—if she isn't right by Cia, of course. You only need to defeat her before she reaches Cia and then Capture the Bridge Keep to get the Skulltula to appear.

Speaking of which, you can find the Skulltula on the northern wall of the Bridge Keep.

Piece of Heart Opportunity

If you capture the Sorceress's Keep, you'll find a treasure chest containing Lana's Piece of Heart for this Scenario. Get to it!

Keep Watching

Keep an eye on the Allied Base; if enemy captains are in it, you must deal with them right away or you run the risk of failing the Scenario.

Once you've cleared up the Twilight Patches, head toward the bridge and challenge Midna. Once you defeat her, you will win the Scenario.

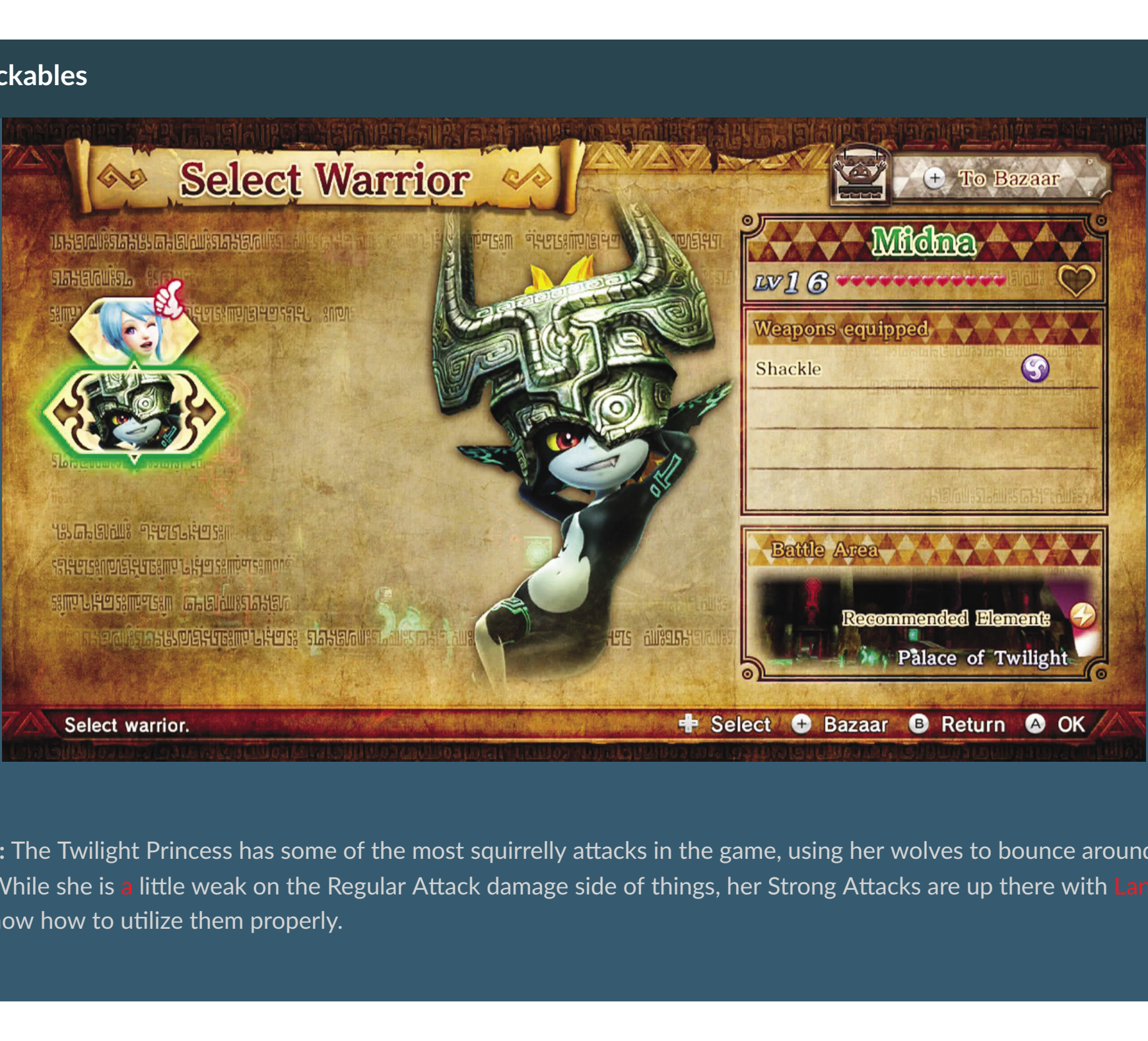
Midna
x1
Defeat Midna to get the Goddess Butterfly!
1542 K.O.
LV 34

Midna doesn't pose much of a threat after you've cleared the field of all the Twilight Patches, though she is pretty difficult to Weak Point Smash. You can block pretty much every one of her attacks and she doesn't have any way to guard her back, so block and roll until you get behind her. Once she's finished one of her Strong Attacks, she'll likely reveal her Weak Point Mark.

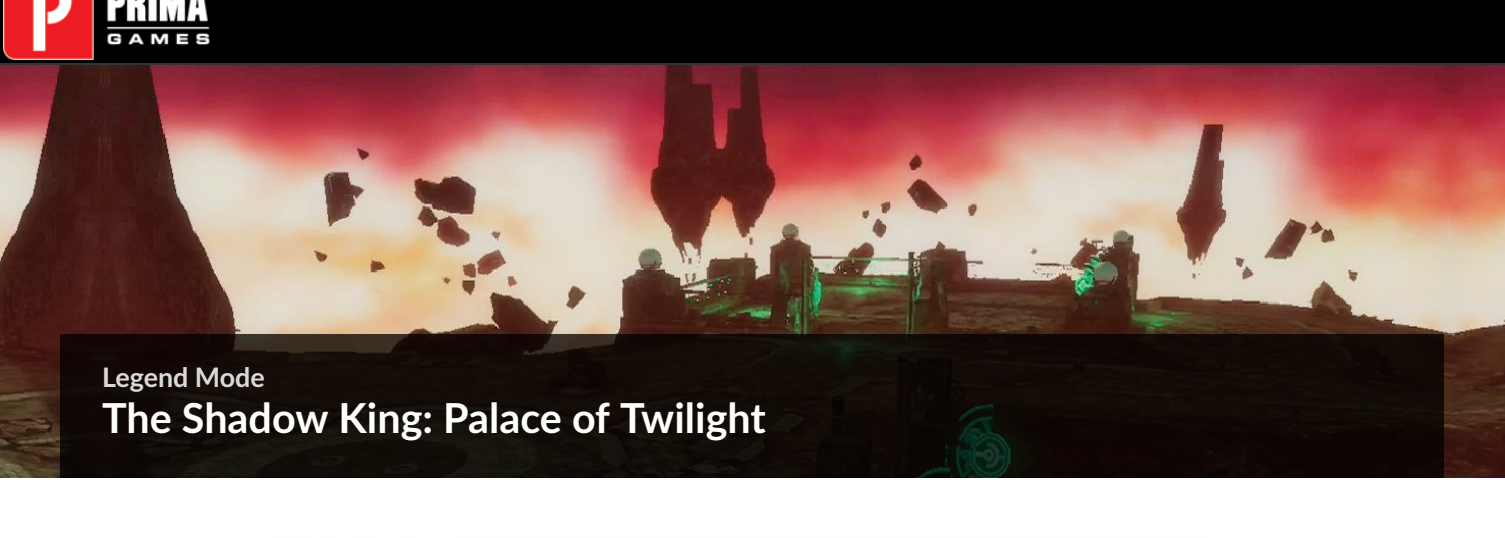
Midna
Midna
Bridge Keep
x1
Defeat Midna to get the Goddess Butterfly!
1694 K.O.
LV 34

Midna is incredibly squirrelly, so getting a Weak Point Smash on her is going to take a few Mark reveals, but if you stay patient and keep your guard up, you'll have no trouble taking her down.

Unlockables

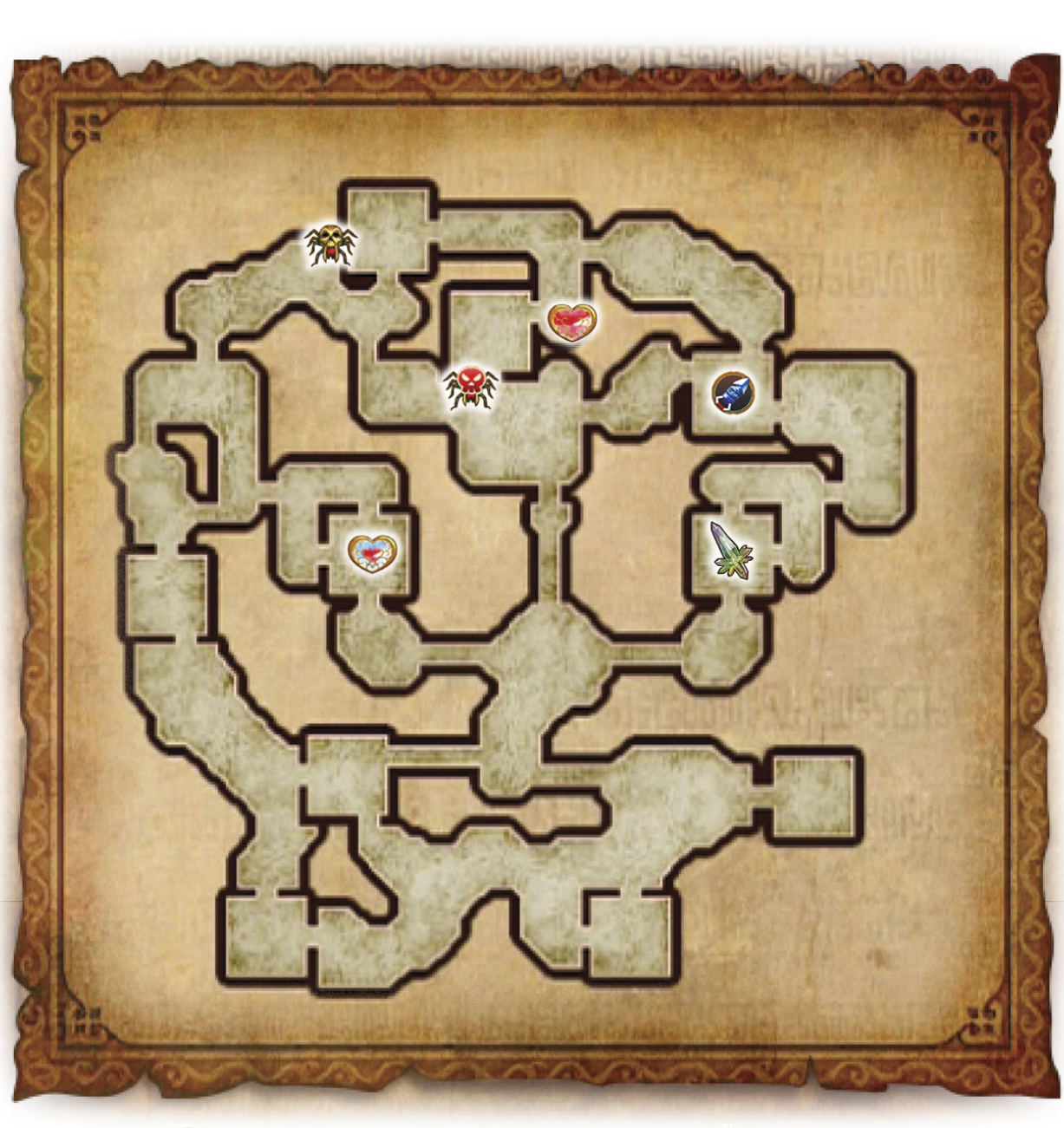

Select Warrior
To Bazaar
Midna
LV 16
Weapons equipped
Shackle
Battle Area
Recommended Element:
Palace of Twilight
Select warrior.
Select
Bazaar
Return
OK

Midna: The Twilight Princess has some of the most squirrelly attacks in the game, using her wolves to bounce around the area. While she is a little weak on the Regular Attack damage side of things, her Strong Attacks are up there with Lana's, if you know how to utilize them properly.



Legend Mode

The Shadow King: Palace of Twilight



Playable Characters

Lana Midna

Heart Container

Midna

Piece of Heart

Lana

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Midna—Defeat Argorok or Zant while maintaining health of at least 50 percent and keeping Agitha alive.

Unlockables

Hookshot
Lana's Sealing Tome

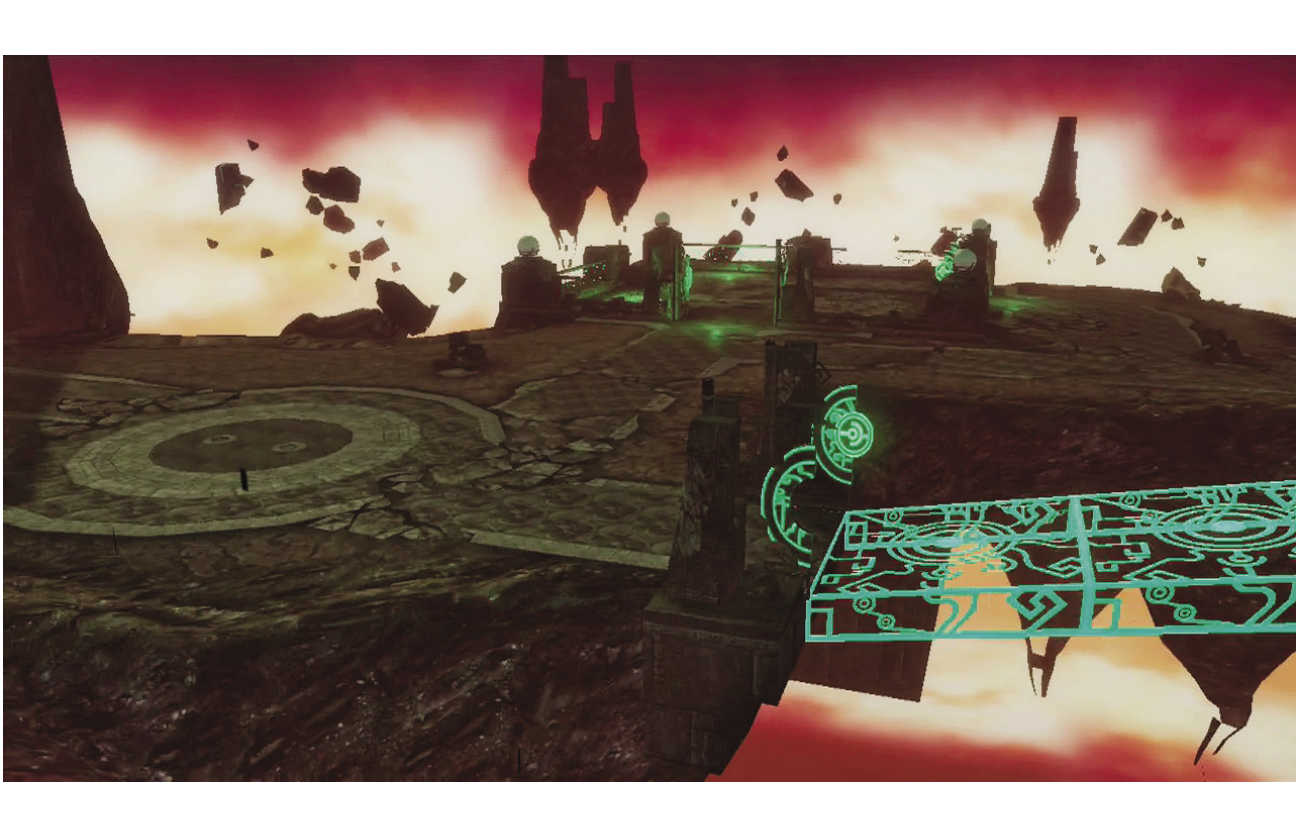
Victory Conditions

Defeat Zant.

Defeat Conditions

If Lana/Midna flees or the Allied Base falls.

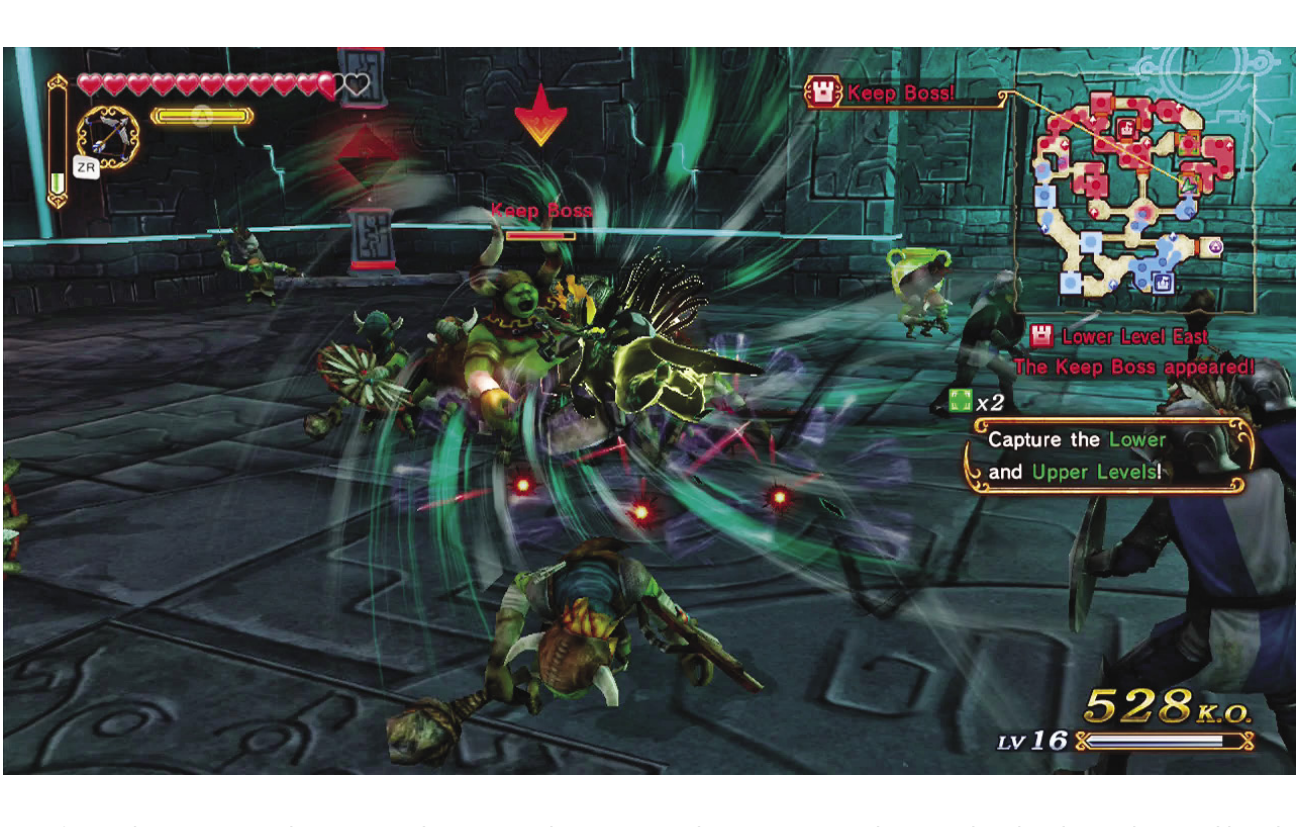
Facing the Twilight King



This battle takes place in the land of Twilight and it looks like Cia already has a foothold here, too; she's recruited the help of the self-proclaimed Twilight King, Zant. Defeat Zant and seal the Gate of Souls at the back of the palace to bring peace to the Twilight Realm once again.

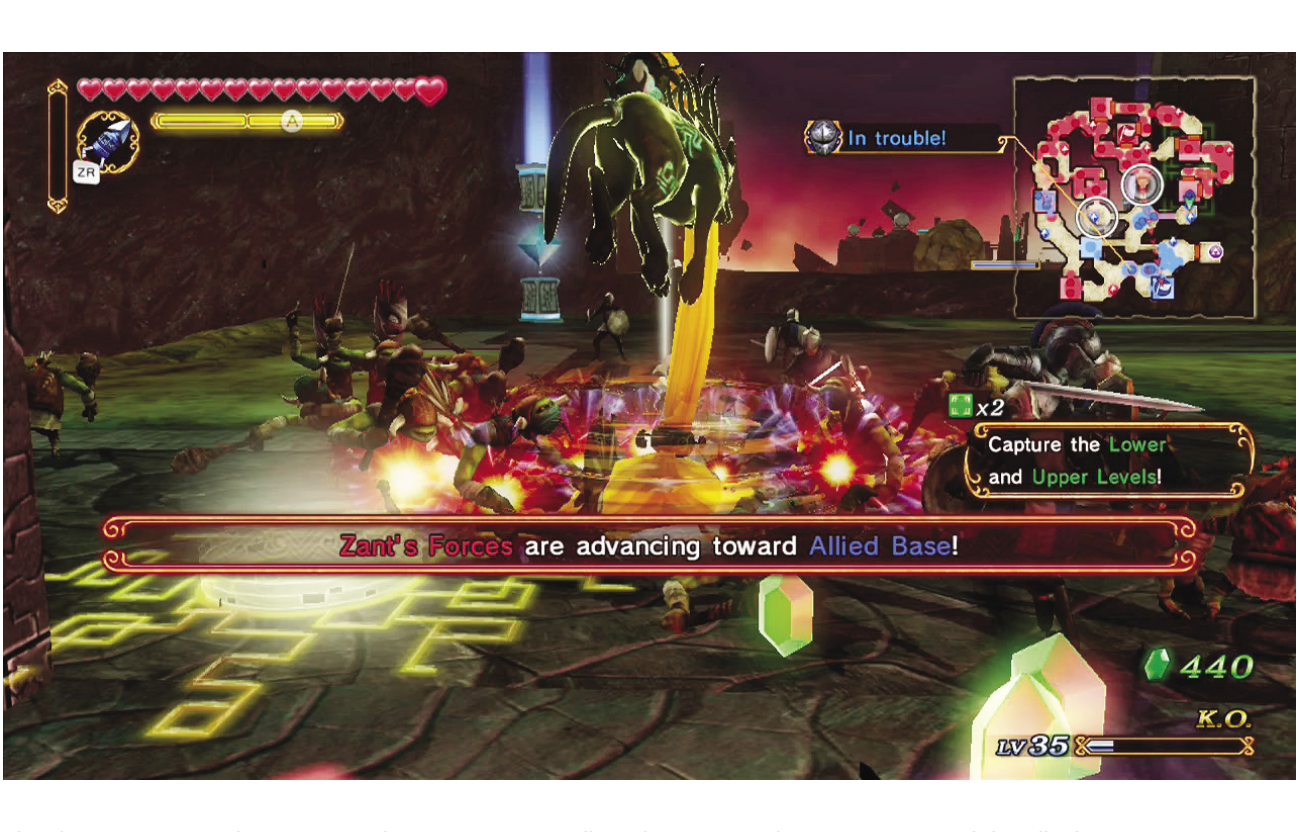
This Scenario has can get a little chaotic, so be sure to read the strategies we present here. You are free to choose either Lana or Midna for this fight, and both are excellent choices. Midna's Regular Attacks are definitely weaker than Lana's, putting her at a slight disadvantage, but you shouldn't have any issue completing the Scenario whichever character you select.

Capture the Eastern Keeps



Capture the Lower and Upper Levels!

Your first task it to capture the Upper and Lower Level East Keeps. This is pretty straightforward, so head over there and knock them out. Just make sure to defeat any Captains you come across; if haven't noticed, the battlefield is covered with them. This Scenario has a good bit of micromanaging, that is, unless you're diligent about clearing out the Captains.



Zant's Forces are advancing toward Allied Base!

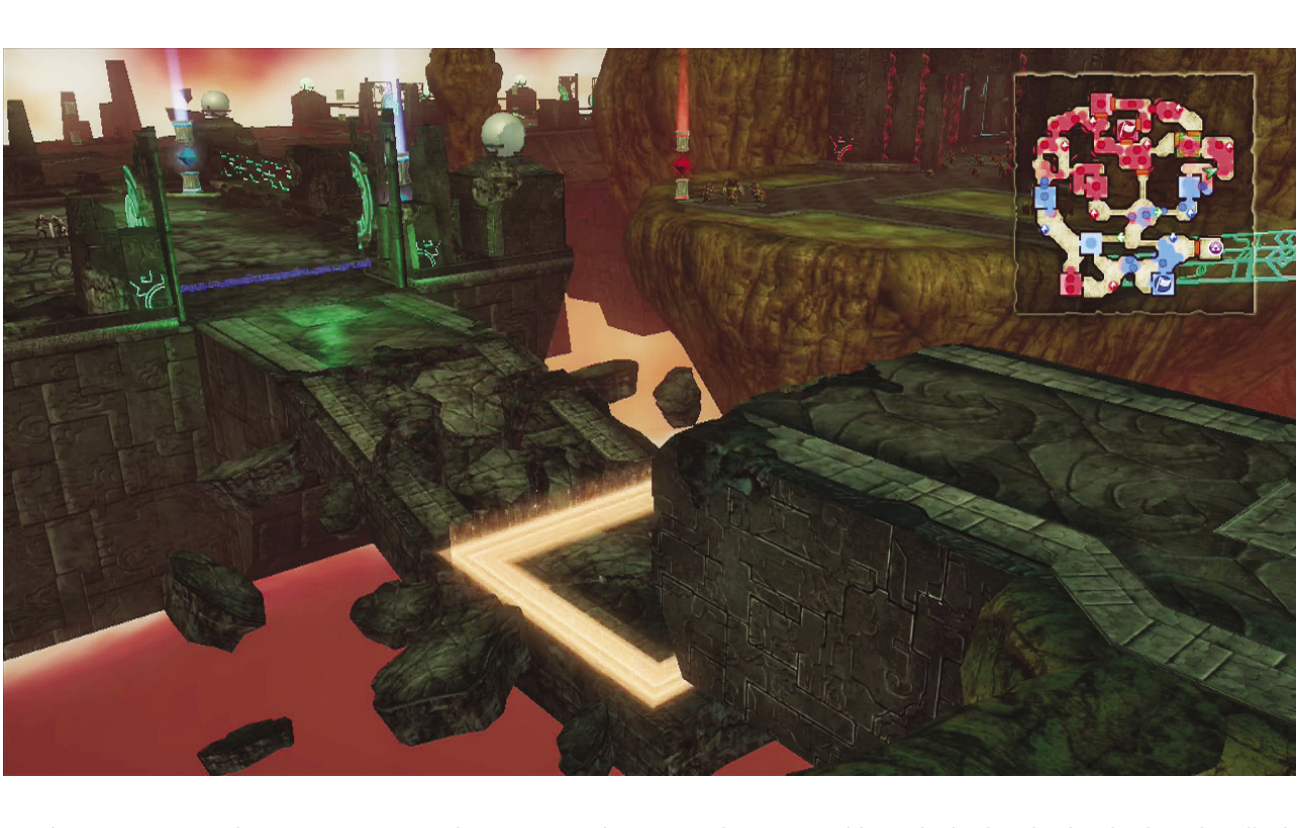
Shortly after entering the Lower Level East Keep, Zant will send a faction of his Captains toward the Allied Base. You can go and rough them up now, or continue on. They likely won't make it anywhere near the Allied Base before you capture both Keeps, so you can focus on the task at hand.

Trapped!

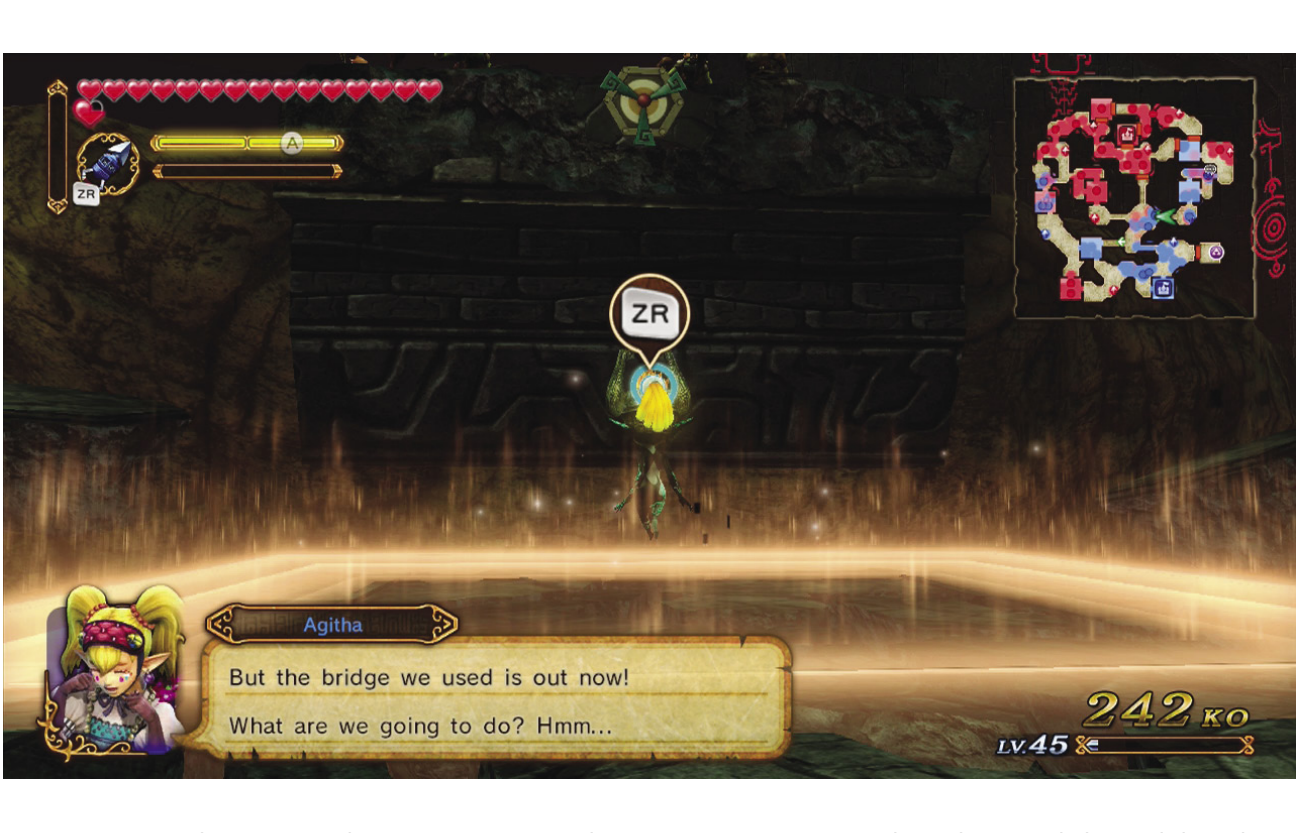
Shortly after you capture the Lower Level East Keep, you won't have the chance to go back to help your allies until after you complete your next mission.

Capturing the Lower Level Keep will net you a chest containing a Sealed Weapon. At the completion of the Scenario, the Sealed Weapon will become Lana's second-level Book of Sorcery, the Sealing Tome. Whenever you unlock a new version of a weapon, it will appear in Weapon Bags on the battlefield.

Burning Bridges



Barely a moment goes by after you capture the Lower Level East Keep before Zant blows the bridges leading back to the Allied Base, trapping you in the palace. You must find a tool to help you deal with these new obstacles. At the moment, you only have one choice: Head to the Upper Level East Keep.

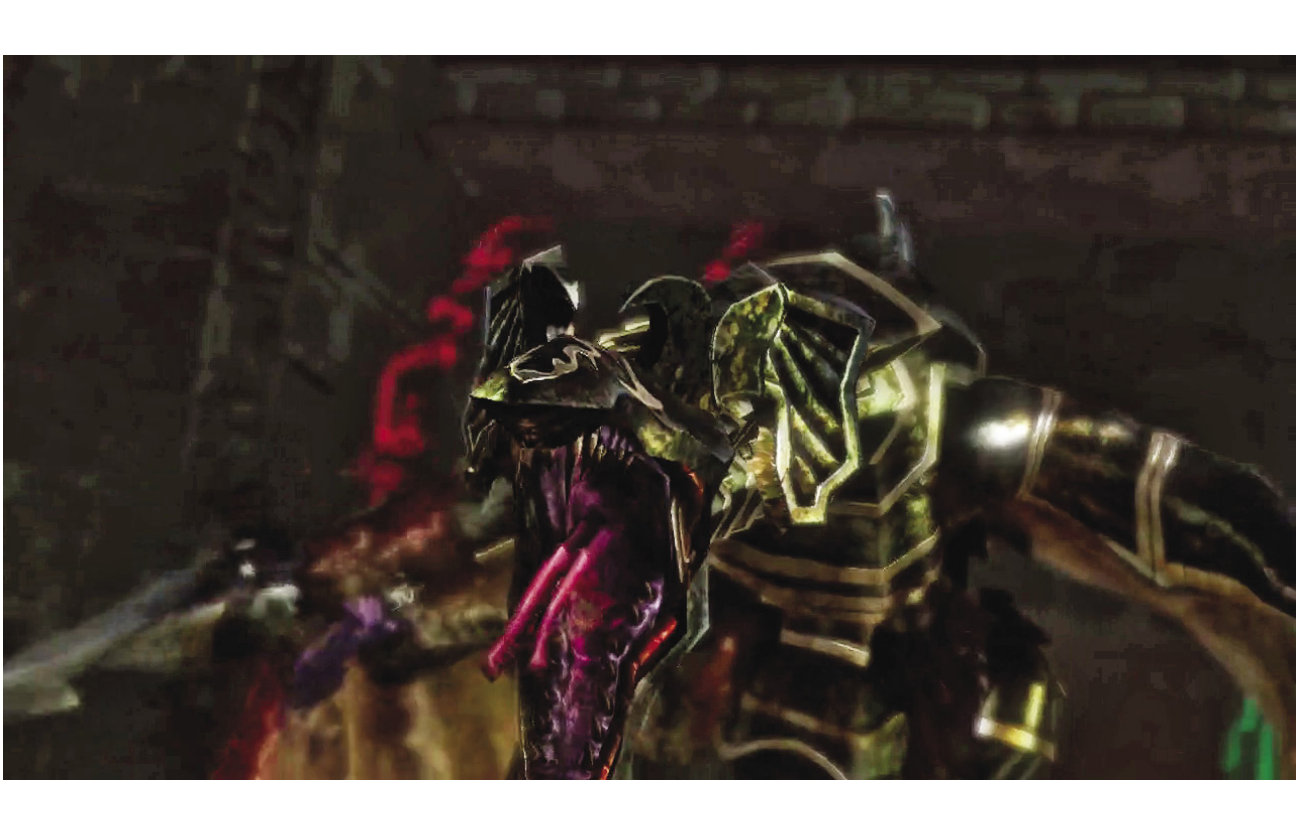


Agitha

But the bridge we used is out now!
What are we going to do? Hmm...

Once you capture the Upper Level East Keep, a treasure chest appears, containing just the tool you need: the Hookshot. This Sub-Weapon allows you pull yourself up ledges indicated with specific hanging plaques (see the screenshot for reference). This is just what you need to get up the broken bridges.

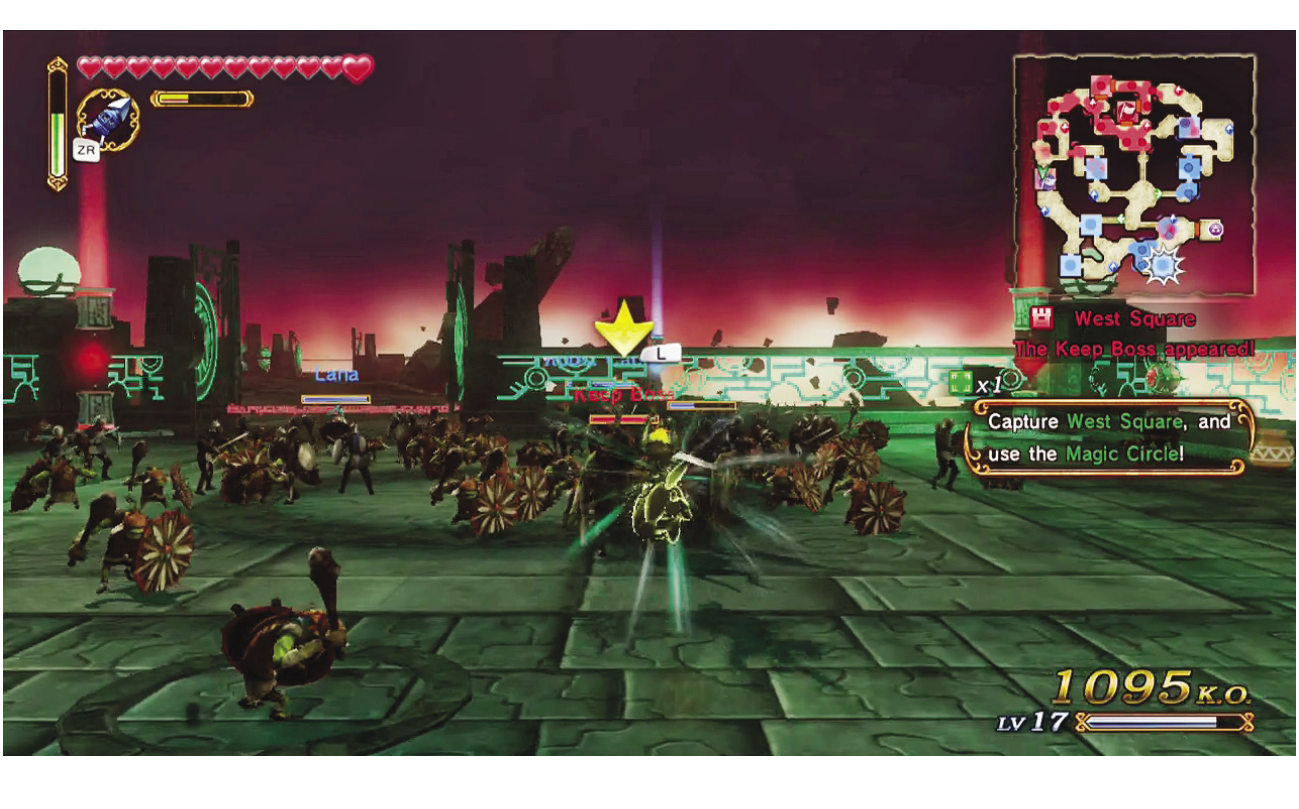
Argorok Attack!



Zant is none too pleased that you found the Hookshot, though, to be fair, he really shouldn't have just left it in the middle of a Keep like that. To get back at you for your blatant thievery, Zant summons the Twilight Dragon Argorok to run amok on the field. The dragon will continuously spew fire balls at the Allied Base, slowly whittling down its health. Waste no time in racing to the West Square Keep.

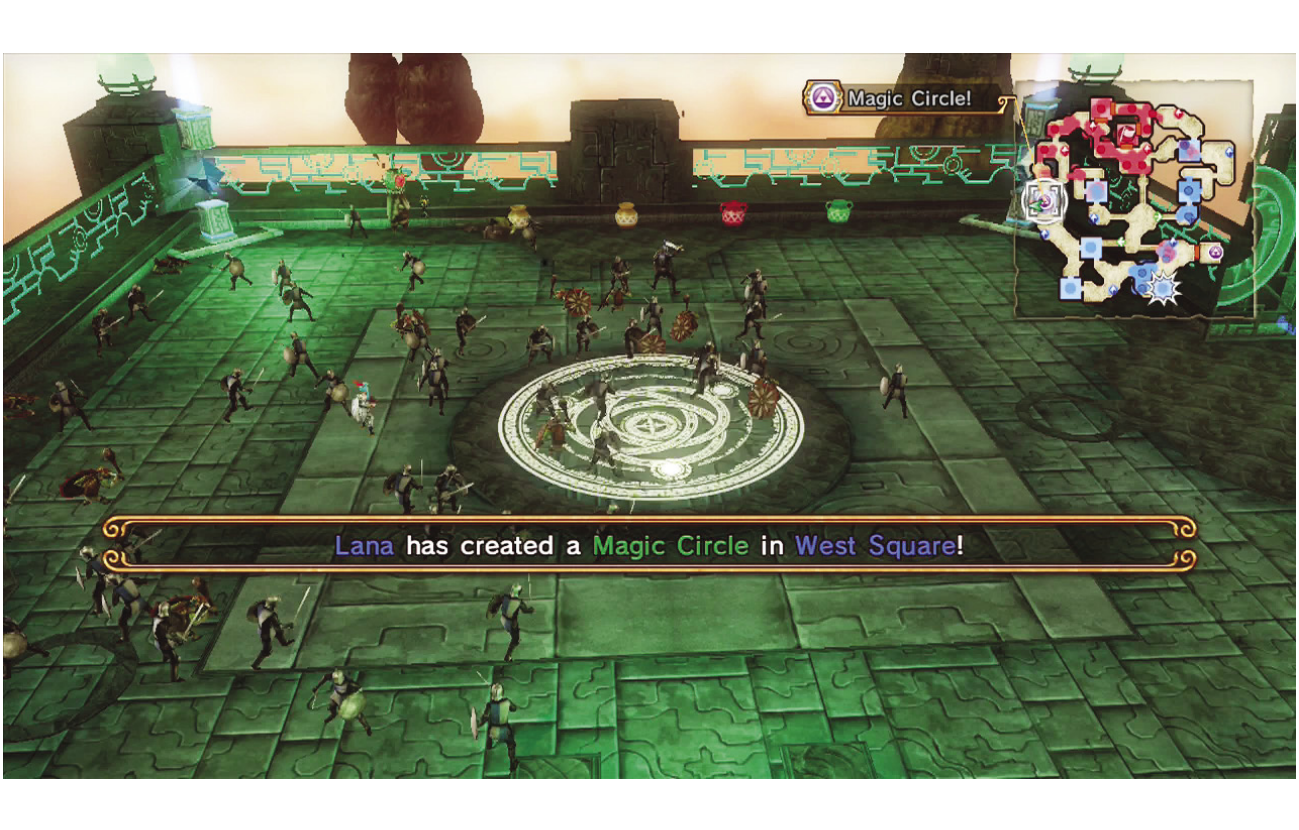
Piece of Heart Opportunity

If you are playing as Lana, you can capture the West Palace Keep on your way to Argorok to reveal a treasure chest containing her Piece of Heart for the Scenario.



Capture West Square, and use the Magic Circle!

When you arrive at West Square Keep, it'll become apparent that you're completely helpless in bringing the dragon down. Thankfully your ally has's a plan to cast a net on Argorok. The problem is she needs an escort to get her to Argorok. Head toward her location in the Allied Base, defeating Captains on the way there, and guide her over to the West Square Keep.



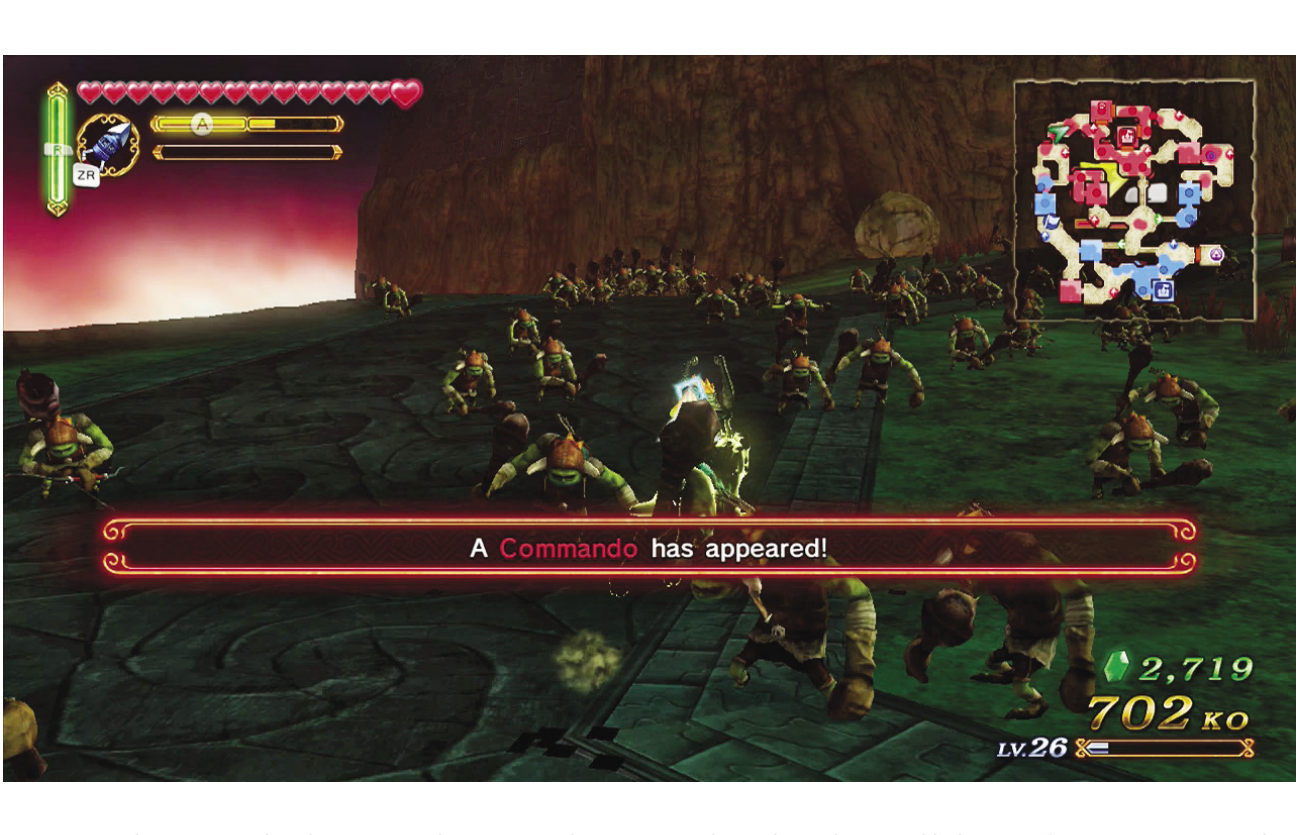
Lana has created a Magic Circle in West Square!

Once your ally arrives at the Keep, she'll create a Magic Circle in the center of the Keep. If you haven't captured the Keep yet, now's the time to do it. After the Keep is in your possession, the Magic Circle appears. Step in the center and hit Ⓨ Ⓐ to activate it. Magical chains shoot out at the Argorok, but the slippery salamander breaks out and flees the battlefield.

Gold Skulltula Opportunity

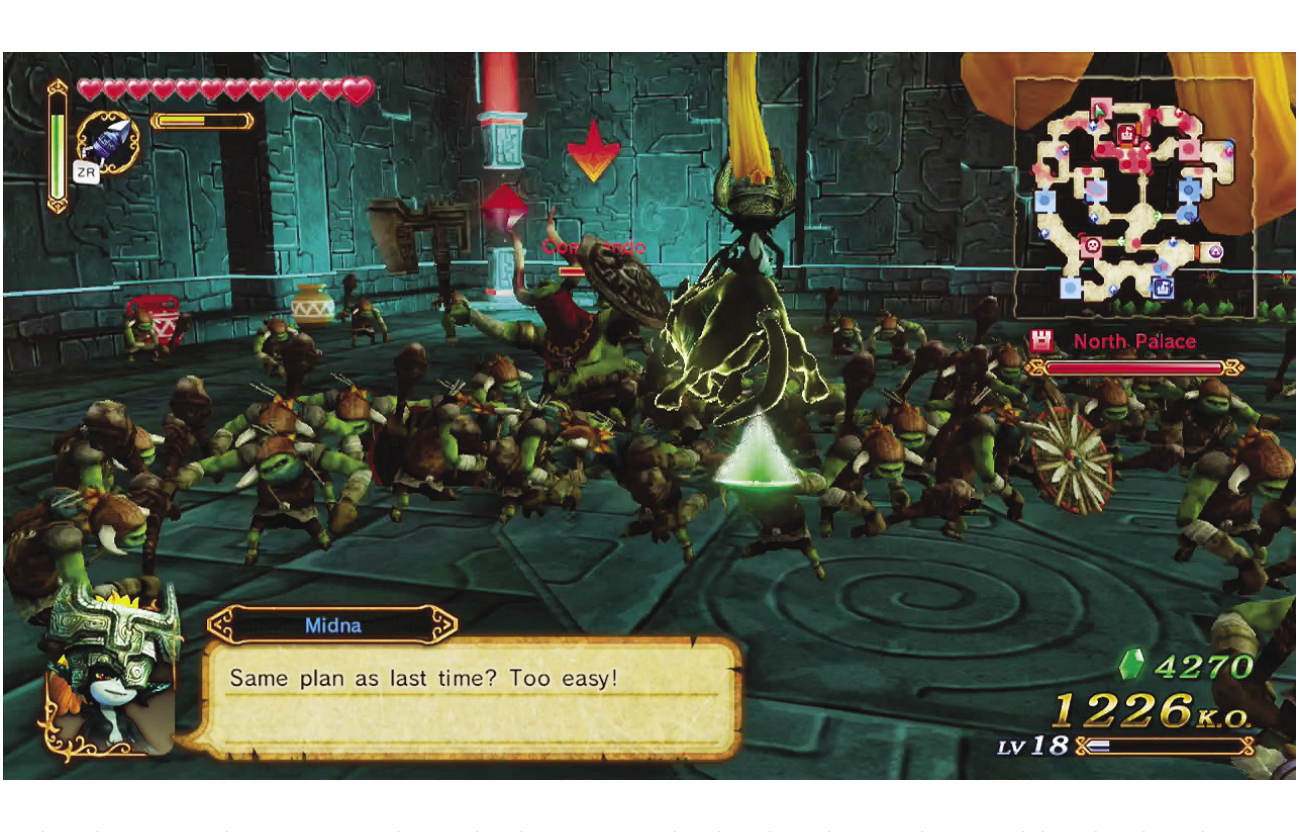
There's a good chance that you've defeated 1,000 enemies by now. If that's the case, you can find the Skulltula just outside the North Palace Keep to the left. You need to bomb the boulder next to the Keep to find the Skulltula, then it's all yours.

Protect the Bug Princess!



A Commando has appeared!

Once Argorok flees, Zant hatches a new scheme. He orders Commandos to hunt down and kidnap Agitha. You can prevent that from happening if you intercept the Commandos when they're en route to the Bug Princess, who is currently in the Upper Level East Keep.



Midna

Same plan as last time? Too easy!

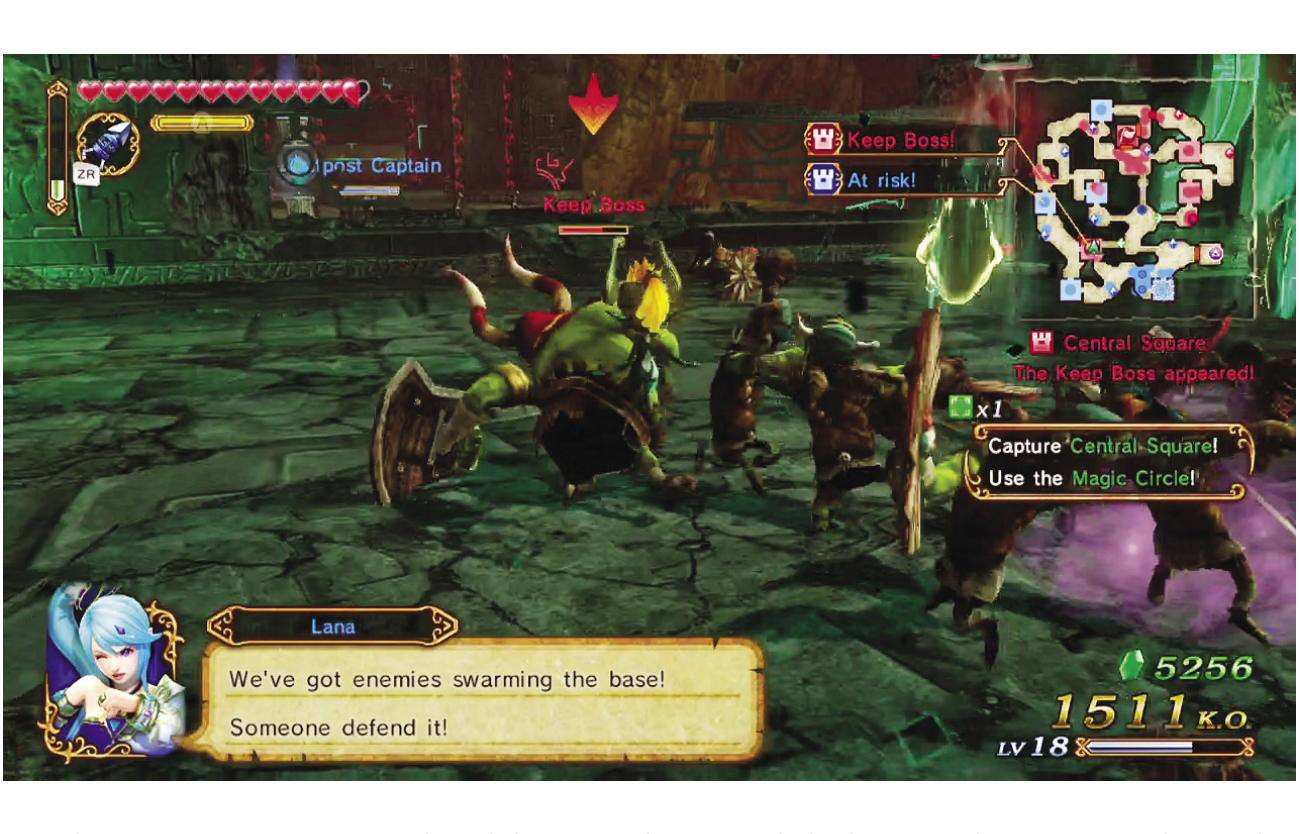
Both of the Commandos come out of the North Palace Keep, one heading through its south gate and the other through its east gate. If either of them reaches Agitha, they'll nab her immediately and take her to the North Palace Keep, where they will rapidly deplete her health.

Start by attacking the Commando exiting through the south gate first because it's the first one to leave the North Palace Keep, then circle around through the Upper Level East Keep and cut off the second Commando. If you successfully defeat the would-be kidnappers before they bugnap Agitha, she'll get a morale boost.

Heart Container Opportunity

If you're playing as Midna, you can find a treasure chest containing her Heart Container underneath a boulder. Stand outside of the Enemy Base's east gate and you'll see the boulder up against the south wall of the corridor. Destroy the boulder to reveal the chest, then open the chest to reveal the Heart Container.

Argorok Bites Back!

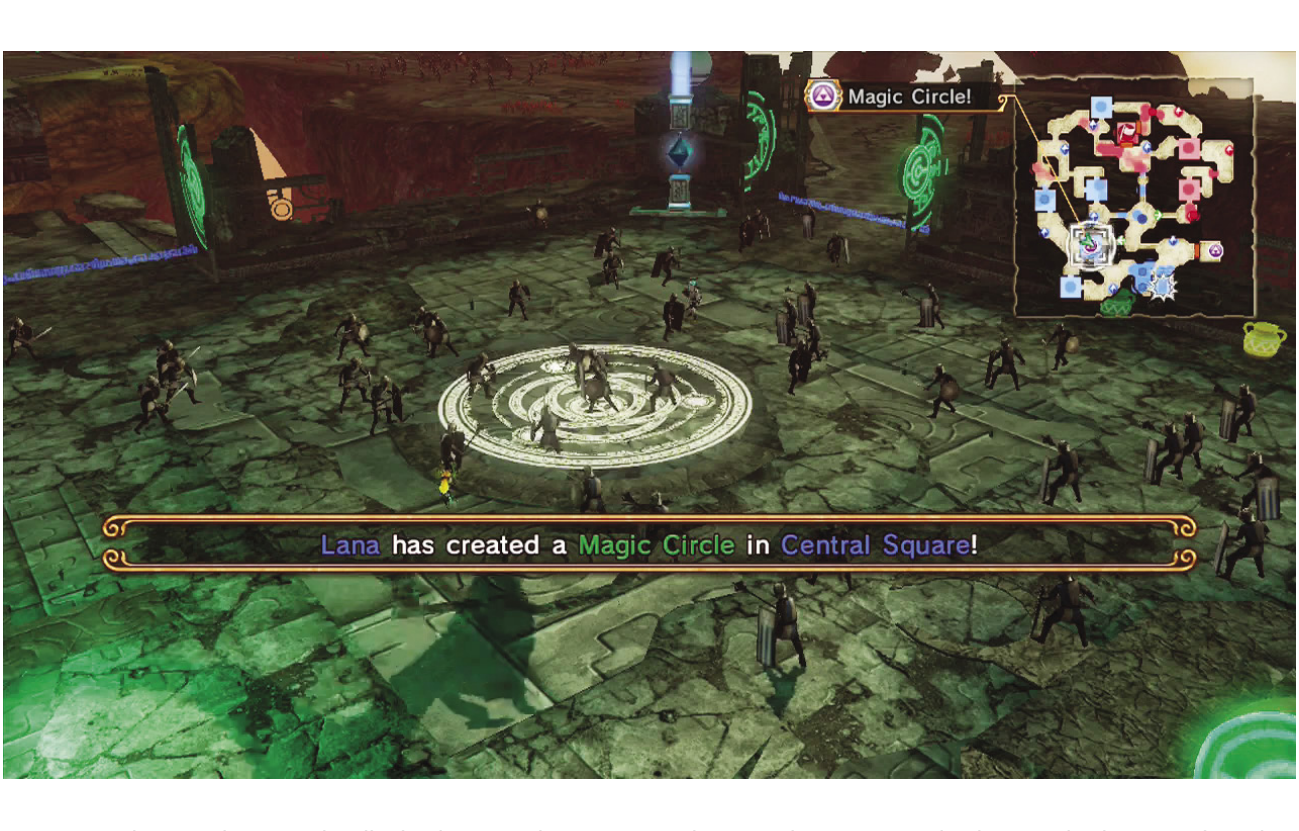


Capture Central Square! Use the Magic Circle!

Lana

We've got enemies swarming the base!
Someone defend it!

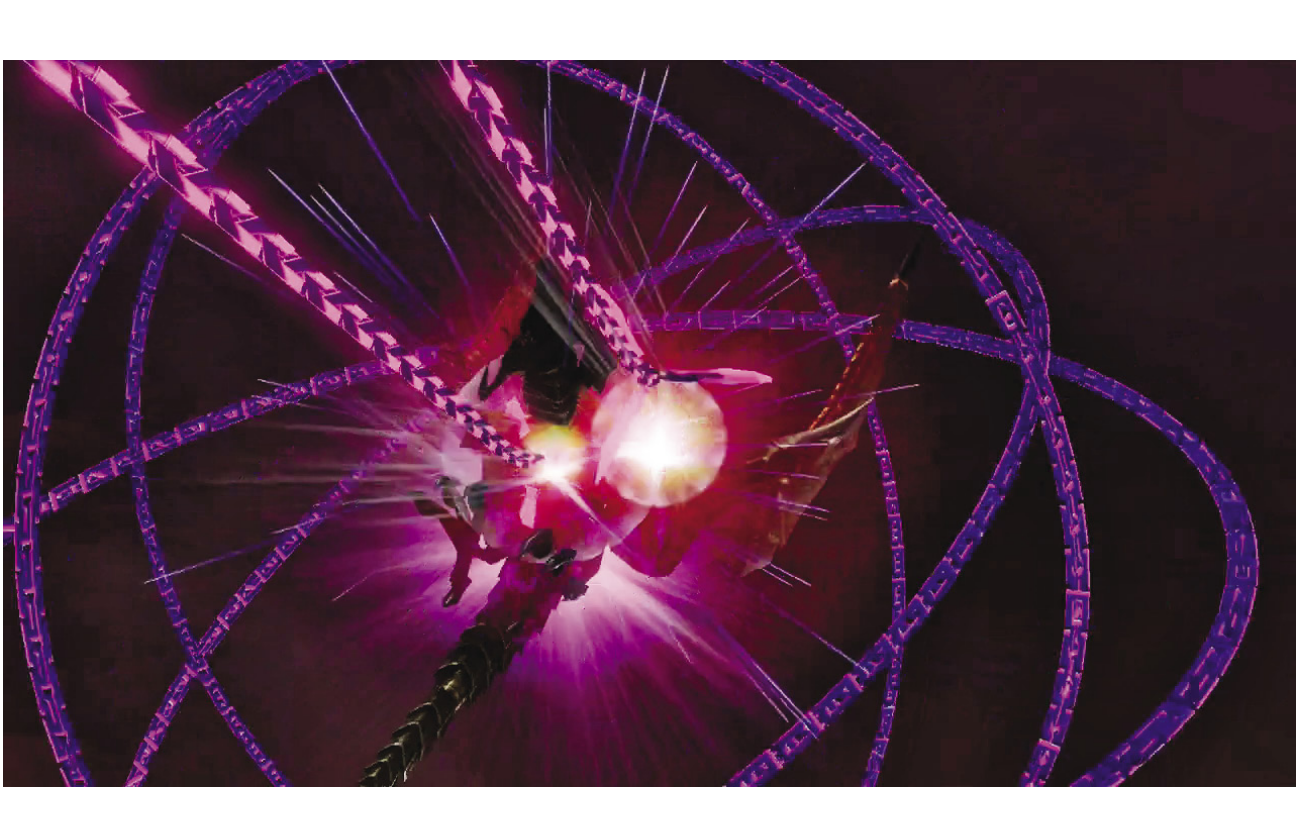
As if it knows you are enjoying some much needed rest, Argorok returns to the battle to cause chaos once again. This time the fire-breathing flapper appears near the Central Square Keep. Make your way there immediately!



Lana has created a Magic Circle in Central Square!

No matter what you do, Argorok will take the Central Square Keep the second it enters it. Take the Keep back to reveal another Magic Circle.

From Bad to Worse



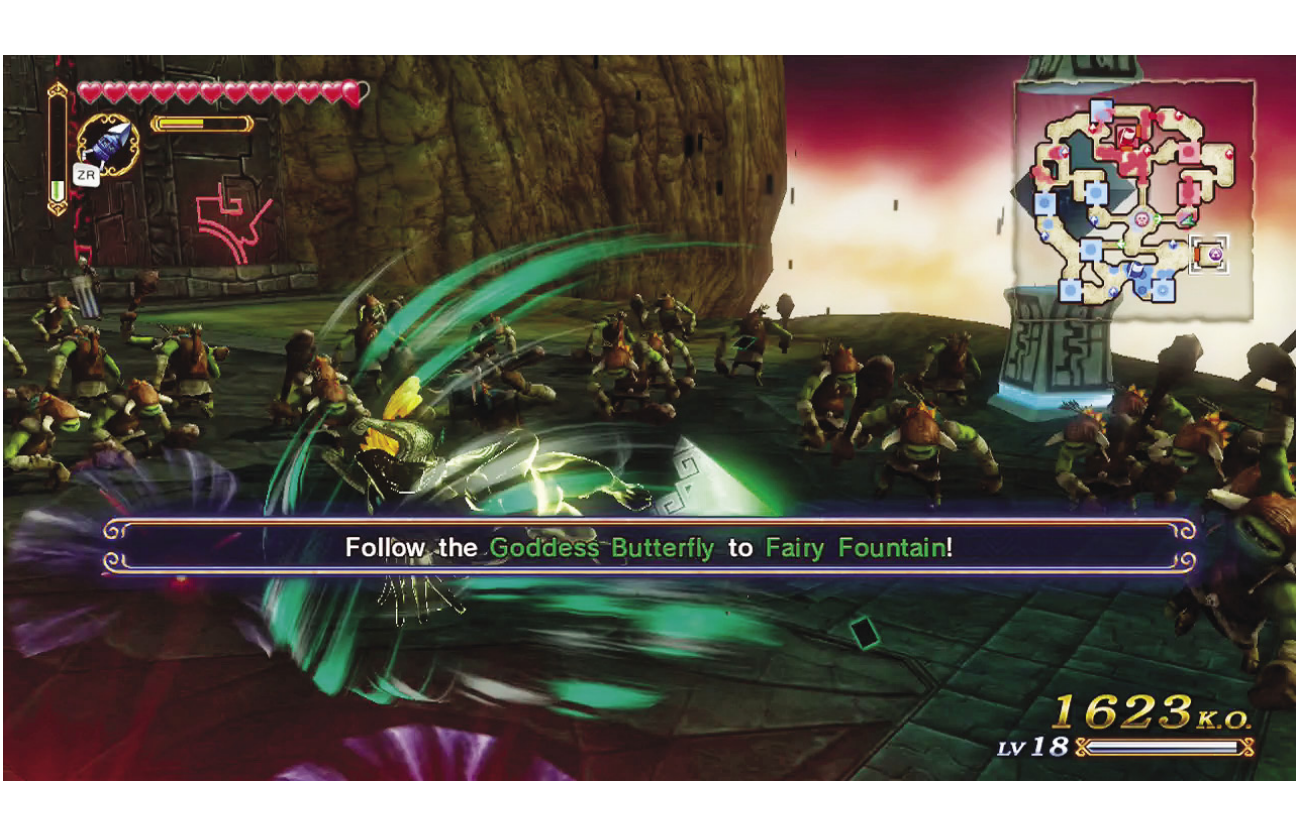
Argorok escaped again! There's got to be a way to pin down the dragon for good! Unfortunately, we don't have time to brainstorm at the moment; Zant has called in reinforcements and is sending them to the Allied Base! And if that weren't enough, Argorok returns for a third time!

Your first priority should be to take out Argorok, but if the enemy Captains make it to the Allied Base, you're going to have to turn your attention to it immediately. For now, let's figure out what to do about Argorok.

Argorok has reappeared!

5367
1581 K.O.
LV 18

Say Your Prayers

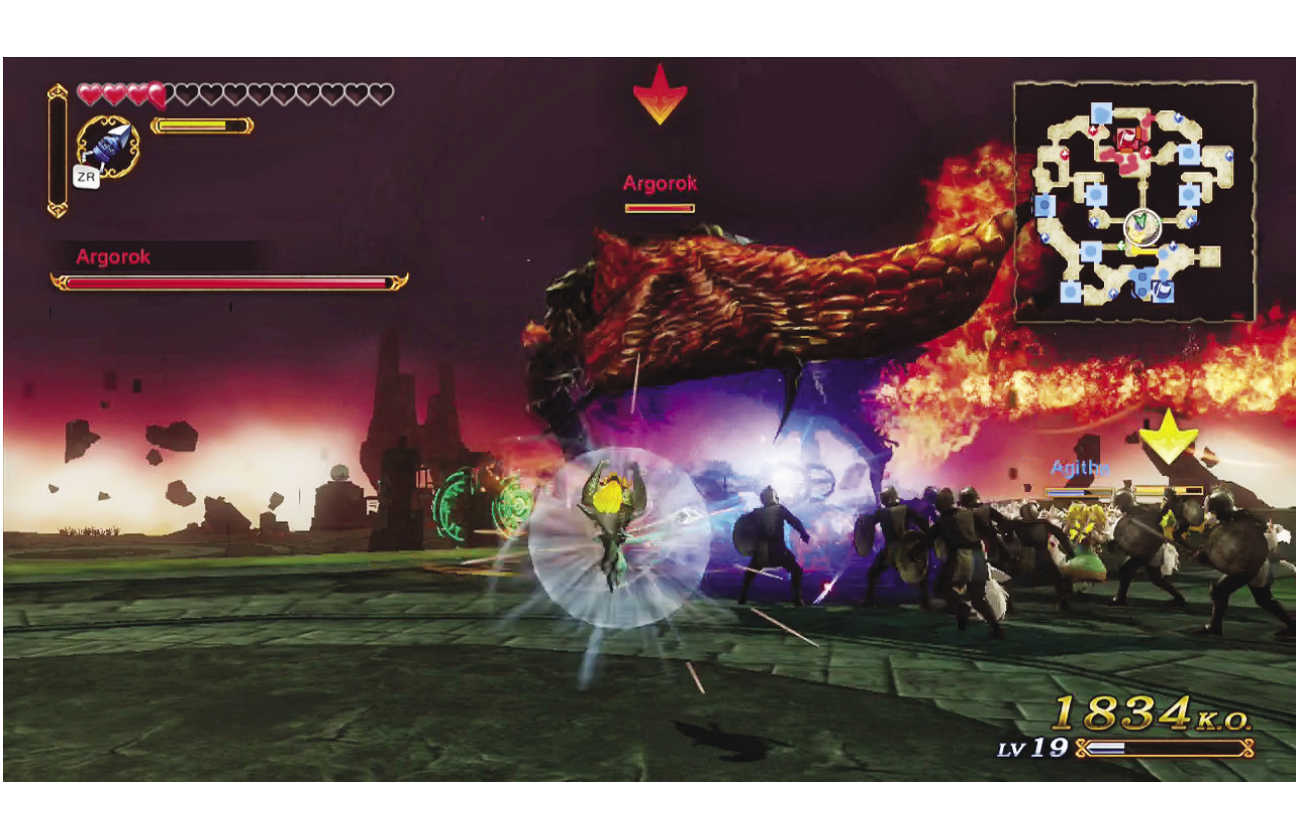


Follow the Goddess Butterfly to Fairy Fountain!

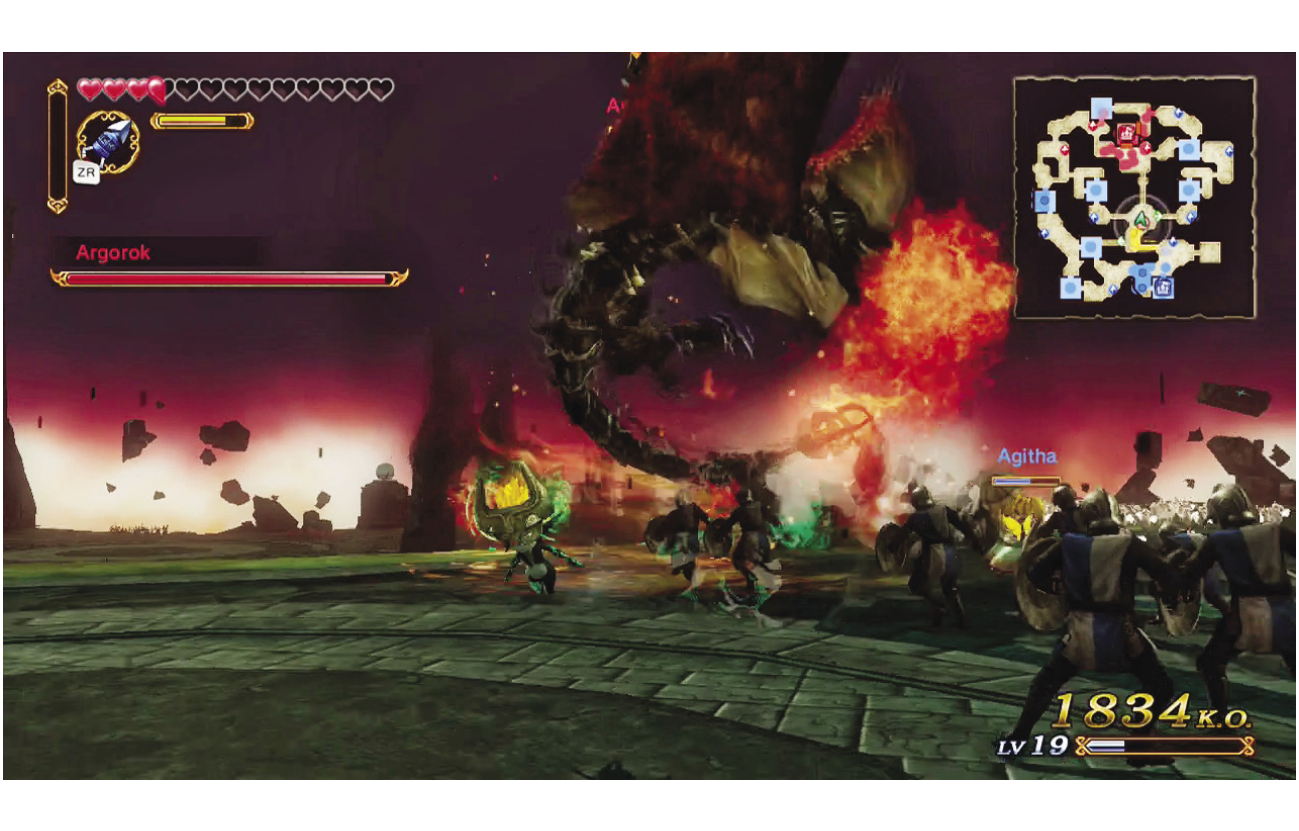
Agitha's Goddess Butterfly seems to have a plan because she is guiding Agitha to the abandoned Keep in the southeast corner of the battlefield. As it turns out, the abandoned Keep isn't abandoned at all! It's a Fairy Fountain! This might be just what we need to turn the tide of the battle. Head into the Fairy Fountain and pray to the Great Fairy.

It worked! The Great Fairy finally brought that lousy lizard to the ground! Go to the center of the map where the Argorok is and get ready to finish it off; it's not going to escape this time!

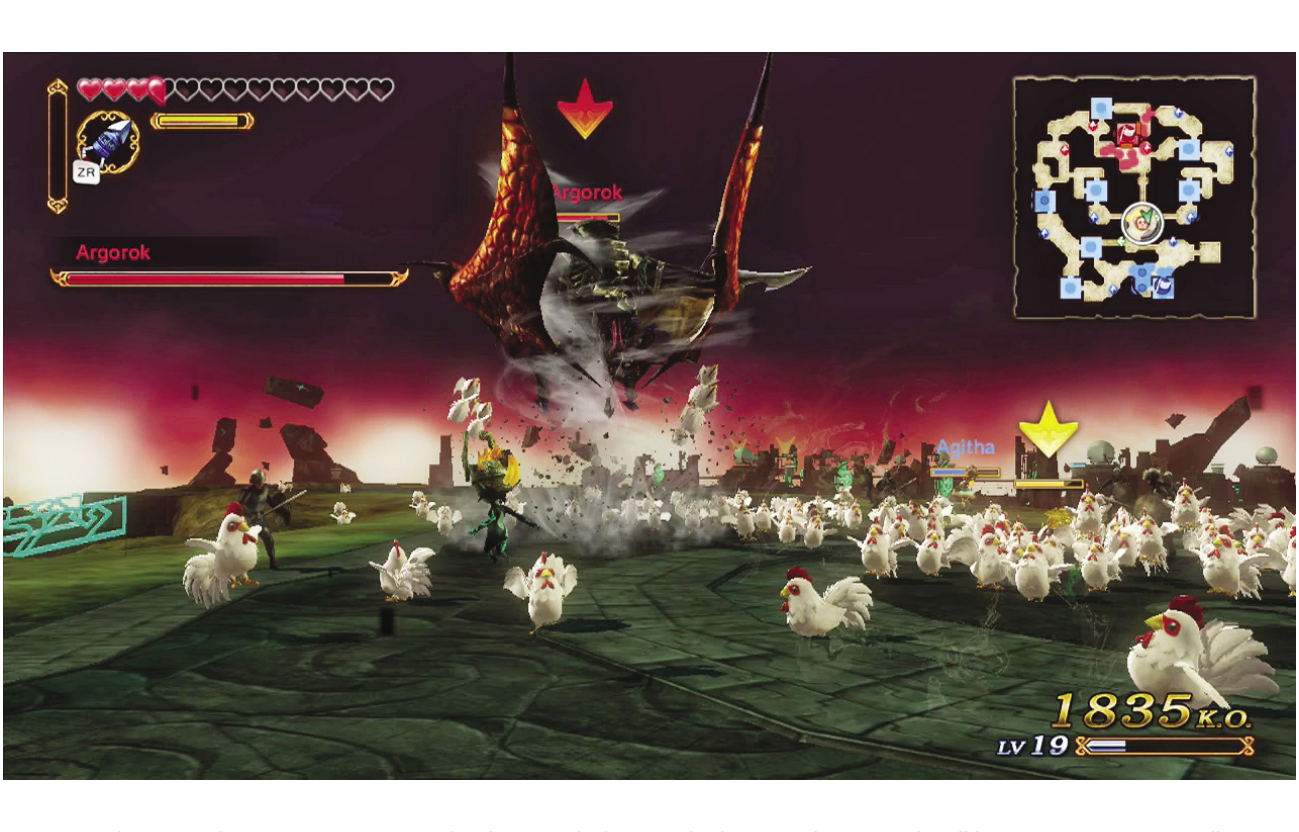
Boss Fight: Argorok



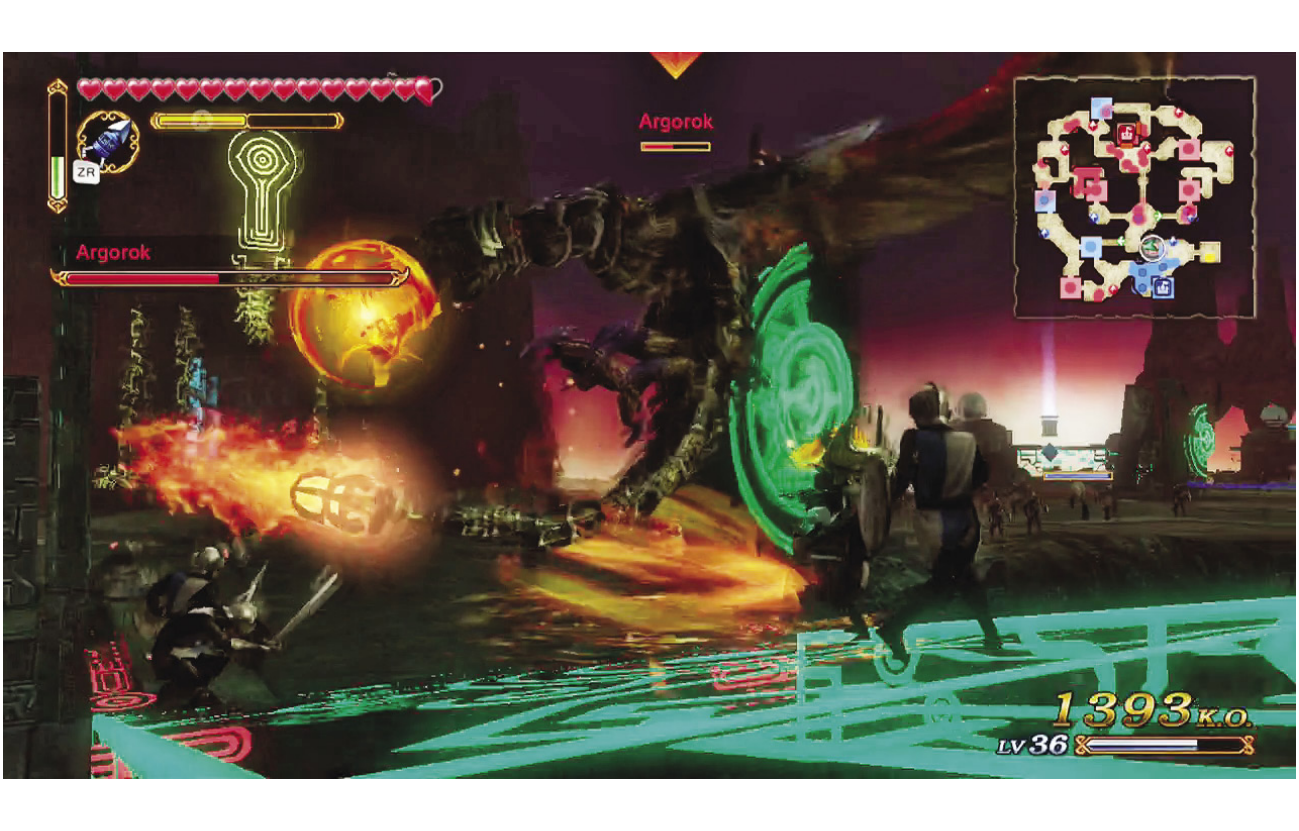
Despite how irritating this winged weasel has been up to this point, fighting it directly is actually pretty easy. You'll need to use your Hookshot to pull it out of the air and reveal its Weak Point Mark. Anytime you see the Argorok's tail glow blue, grab it with your Hookshot.



Argorok's range is surprisingly limited; it mostly attacks directly to its front. It breathes fire in front while its tail shoots fire as well. Just stay off to the side or behind Argorok to avoid this attack altogether. See? Easy! And the best part? Its tail will turn blue as soon as it's finished blasting flames, meaning you'll have a perfect position to pull the Argorok out of the sky.



If you see the Argorok flapping its wings violently, start dashing to the left or right; Argorok will begin conjuring up small tornados with its wings that will go in a straight line toward you. Once it's done making tornadoes, you should have no issue grabbing its tail again.

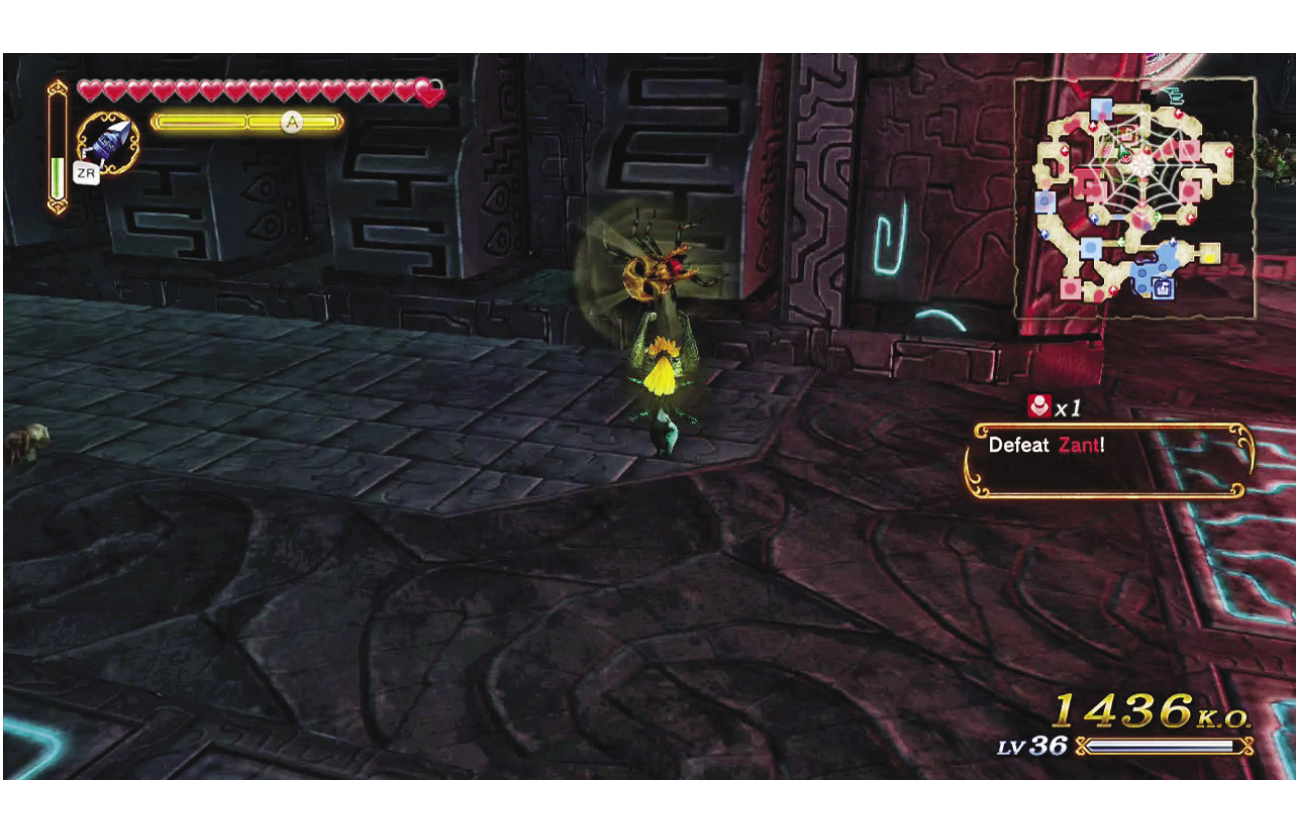


Argorok can also shoot fireballs from its mouth, but, again, these shoot only directly in front, it's no problem at all to dodge them.

Hard Gold Skulltula Opportunity

This isn't a terribly difficult Skulltula to get hold of. Be patient and cautious while fighting Argorok. Try to stay just outside of its attack radius, then dash in and pull it down with the Hookshot whenever its tail glows blue.

Defeat Argorok without losing 50 percent or more of your health to make the Skulltula appear on the outer southern wall of the Enemy Base Keep.

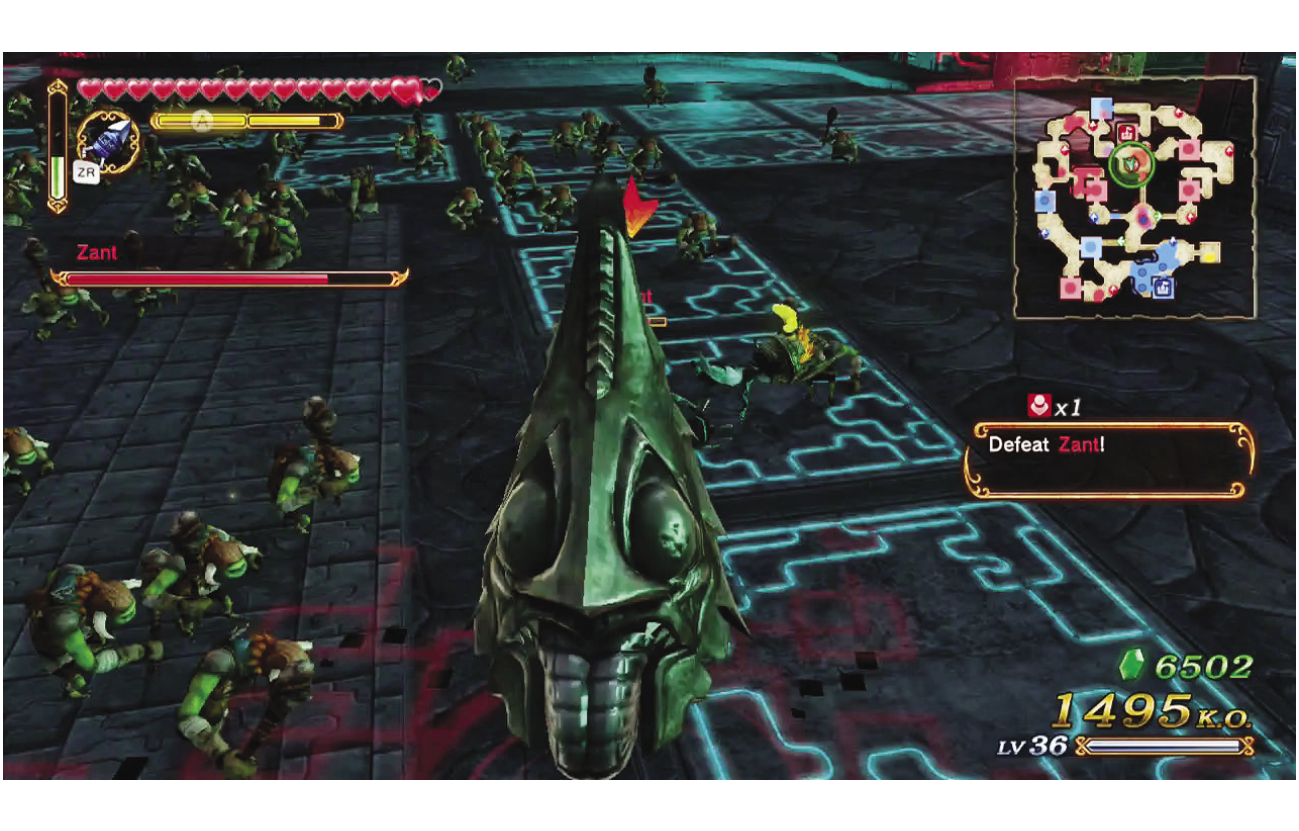


Defeat Zant!

Unfortunately, once you've finished fighting the Argorok, you've still got work to do.

Defeat Zant

Zant's still in the Palace of Twilight and if you thought he was mad before, he's furious now. The Enemy Base Keep will open up and Zant will come charging toward the Allied Base. Intercept him and begin the final battle of this Scenario.

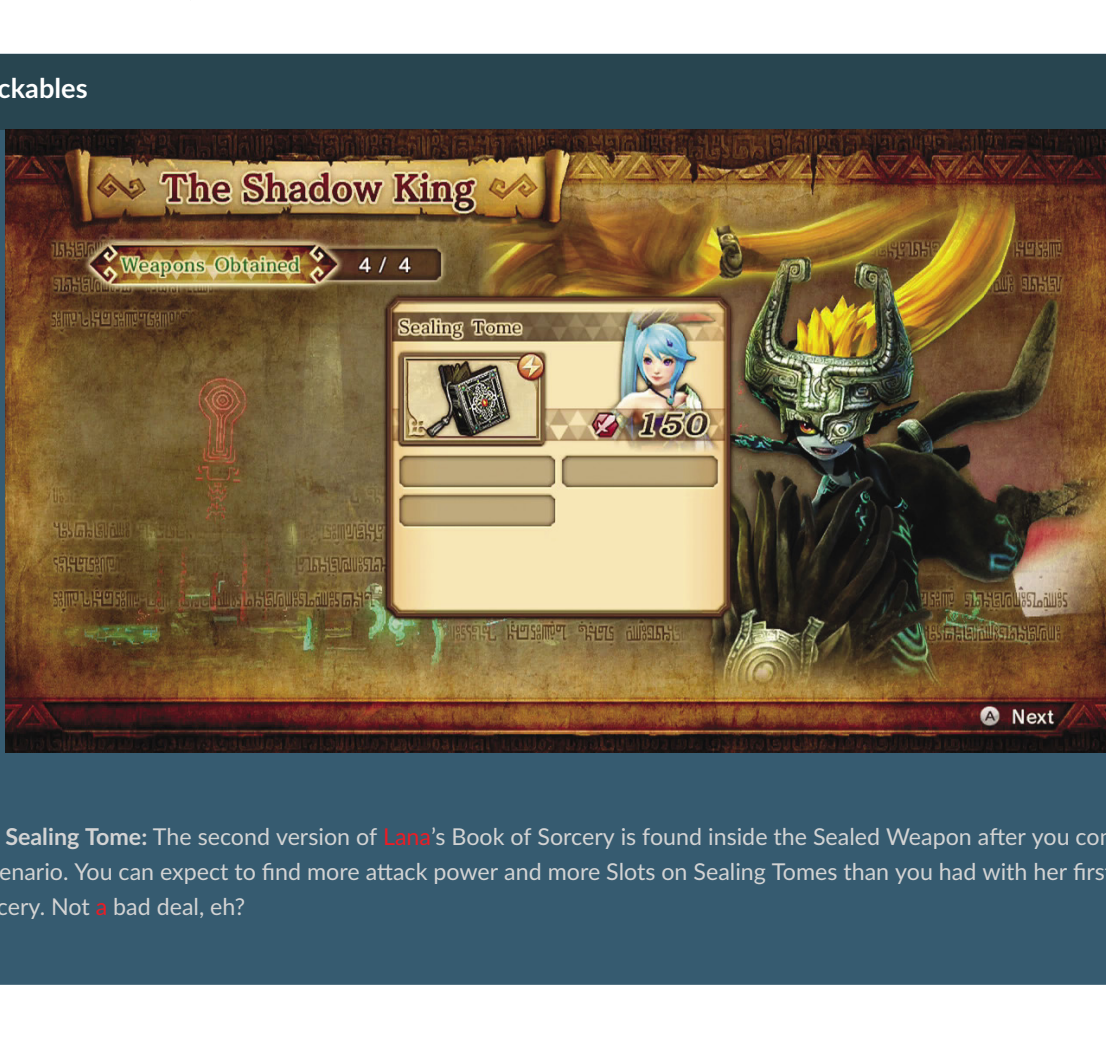


Defeat Zant!

Frustratingly enough, Zant is built sturdy. He can take a beating like no other enemy Warrior you've faced up to this point. The good news is he doesn't have much in the way of mobility. If you're playing as Midna, you can juggle him in the air will little effort using her Ⓨ Ⓨ Ⓧ Ⓑ Ⓑ Ⓨ combo. If you're Lana, you can use any of her Strong Attacks to stagger Zant, but juggling is a good deal harder for her than for Midna.

Once you've defeated Zant, the Scenario is done and the battle won for the heroes.

Unlockables

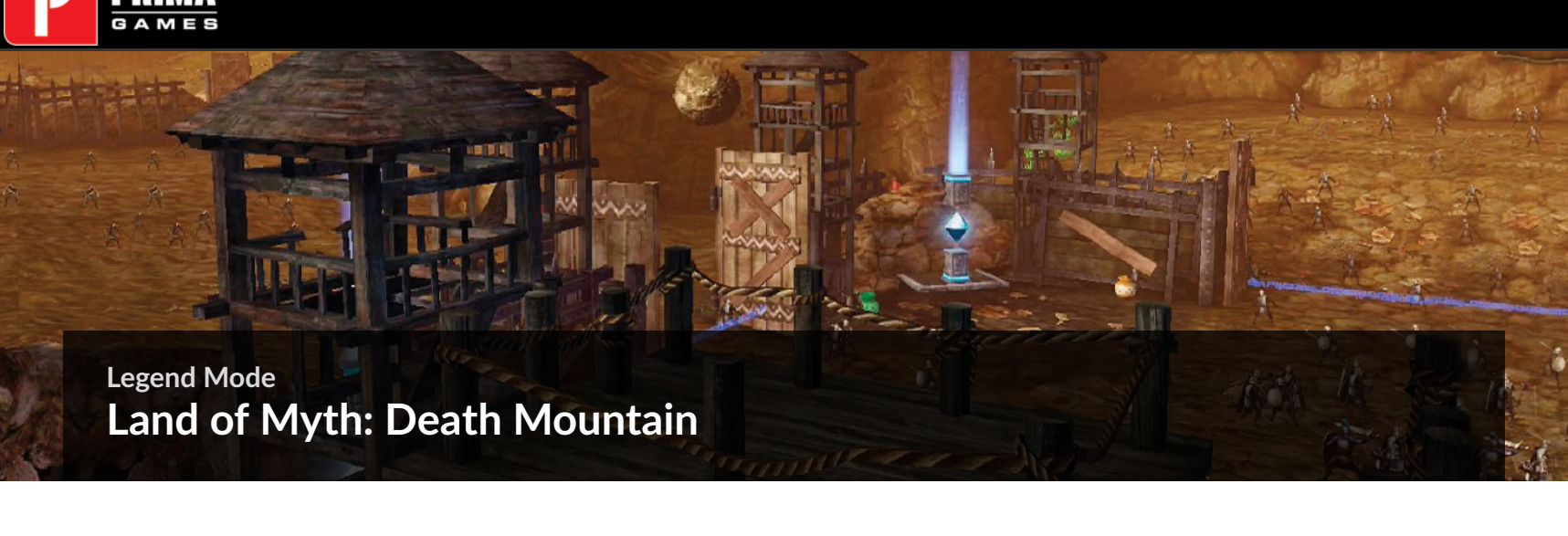


The Shadow King

Weapons Obtained 4 / 4

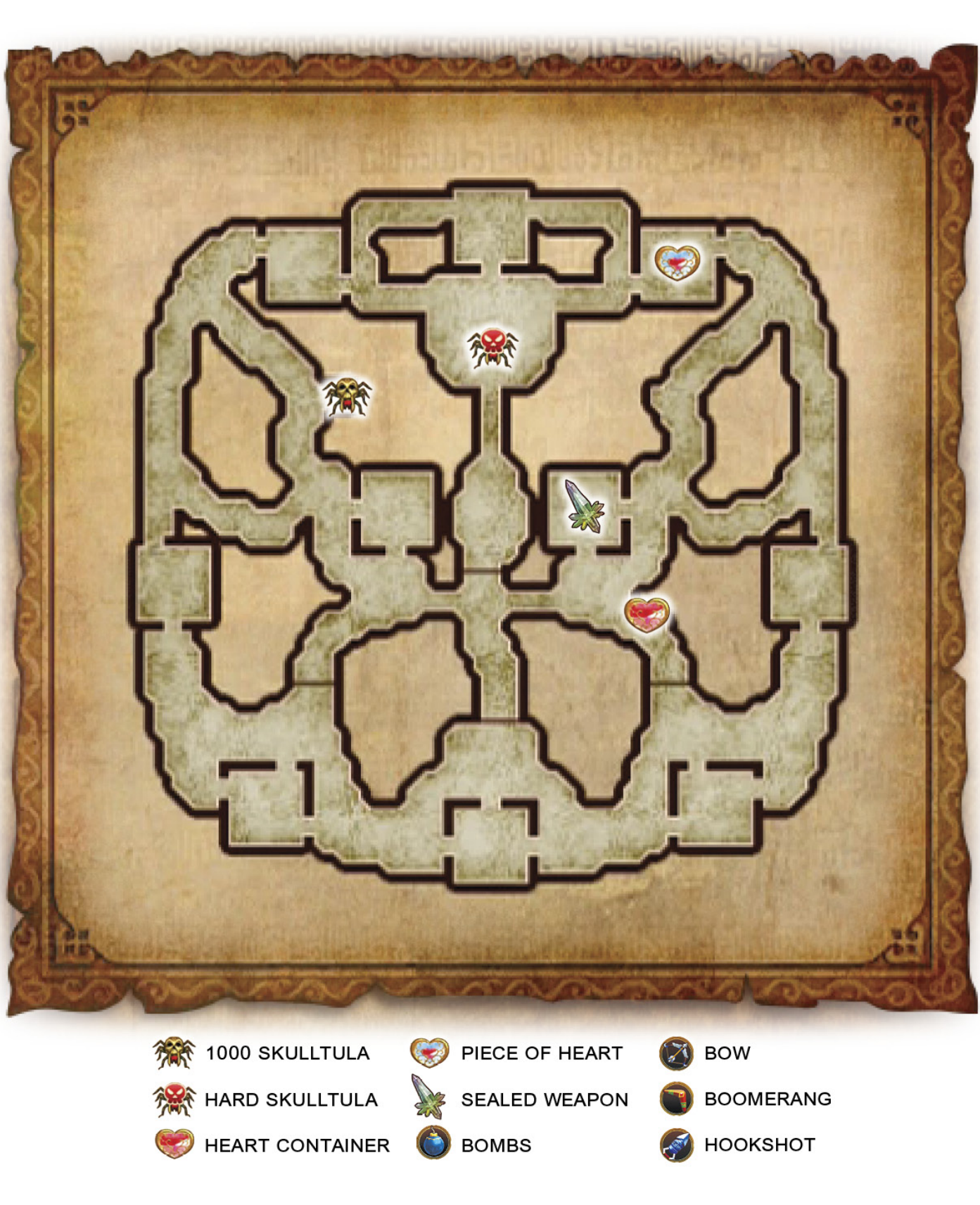
Sealing Tome

Lana's Sealing Tome: The second version of Lana's Book of Sorcery is found inside the Sealed Weapon after you complete the Scenario. You can expect to find more attack power and more Slots on Sealing Tomes than you had with her first Book of Sorcery. Not a bad deal, eh?



Legend Mode

Land of Myth: Death Mountain


1000 SKULLTULA
PIECE OF HEART
BOW
HARD SKULLTULA
SEALED WEAPON
BOOMERANG
HEART CONTAINER
BOMBS
HOOKSHOT

Playable Characters

Impa Sheik

Heart Container

Sheik

Piece of Heart

Impa

Gold Skulltula

1,000 KOs—Hookshot Needed

Hard Mode Gold Skulltula

Sheik—Defeat Darunia two or more times and open the gate of the Enemy Base after defeating at least 1,500 foes.

Unlockables

Darunia
Impa's Biggoron's Knife

Victory Conditions

Defeat Darunia.

Defeat Conditions

If Sheik/Impa flees or the Allied Base falls.

King of the Mountain

The portal Sheik and Impa walked through when the group originally separated took them to Hyrule of *Ocarina of Time*. More specifically, they ended up on Death Mountain, which is controlled by the Goron Chief Darunia. Darunia, as it turns out, is none too pleased to have intruders on his mountain and decides to challenge Sheik, Impa, and their soldiers to force them out of his domain.

This is one of the hardest Scenarios in Legends Mode. The amount of micromanaging required to stave off Darunia's forces is nothing short of staggering, and it only gets worse if you're trying to collect all of the unlockables. That being said, we'll be sure to give you the best strategy for dealing with Darunia's relentless assault so you can topple the Goron Chief and take control of Death Mountain.

Slow the Goron Assault!

The Gorons are right in their element on Death Mountain. They love throwing boulders, and buddy, Death Mountain's got lots of them. Your first task will be to capture the W. and E. Boulder Keeps to stop them from rolling boulders down on the Allied Base. The enemy forces will quickly grab the E. Boulder Keep after the Scenario begins, but the W. Boulder Keep will stay available for a short while after.

Quickly head to the west side of the battlefield and capture the West Keep to gain access to the upper half of the mountain. Waste no time getting to the W. Boulder Keep; the Goron forces will also be attempting to capture it, which is definitely something you don't want to happen—two Boulder Keeps assaulting the Allied Base with boulders means your survival chances drop dramatically.

Hard Skulltula Opportunity

This one of the toughest Skulltulas in the game. Not only do you have to defeat Darunia twice, you also have to micromanage your allies and get 1,500 KOs. If the gate opens before you force Darunia to retreat twice and defeat 1,500 enemies, you'll have no hope of getting the Skulltula to show up, so focus on getting those 1,500 KOs immediately by capturing every Keep you can before taking the E. Boulder Keep. Once you do that, Darunia will come out and a chain of time-sensitive missions will begin, making grabbing all of those KOs an extremely difficult process. Just make sure to use the Battlefield Info screen to keep track of the Allied Base's health and don't hesitate to race down to the Allied Base whenever you see the Captains' little red circles enter it on the minimap.

Enemy Reinforcements!

If the Gorons are allowed to capture W. Boulder Keep, they'll also send a wave of Goron troops into the Allied Base.

No one can pass through here!

Make sure you don't leave the Allied Keep unattended for long. The boulders coming down the mountain certainly hurt your base of operations, but not as badly as a legion of Gorons attacking directly can. If you see Captains entering the Allied Base on the minimap, you need to get over there and take down out immediately. Between them and the boulders, the Allied Base can get dismantled in mere minutes.

Keep Boss
Keep Boss!
East Goron Keep
The Keep Boss appeared!
Capture W. Boulder Keep and E. Boulder Keep!

After you capture one of the two Keeps, run around the battlefield thinning out the Goron forces and capturing their Keeps. This allows you to control the battlefield in case the Gorons decide to pull anything tricky—and they will. Just keep on eye on the Allied Base's health by using the Battlefield Info screen; if it gets too low from the boulder assault, you'll need to capture the E. Boulder Keep and finish the mission to keep the Base from falling.

Piece of Heart Opportunity

If you head up and capture the East Goron Keep, you'll reveal a treasure chest containing Impa's Piece of Heart for this Scenario. Nice work!

Gold Skulltula Opportunity

After you defeat 1,000 enemies, the Skulltula will appear on the map's west side, just above the W. Boulder Keep. You need to use the Hookshot to get up to where the Skulltula is hiding, but once up there, the golden arachnid is yours for the taking.

Capture E. Boulder Keep

E. Boulder Keep
Capture W. Boulder Keep and E. Boulder Keep!
Sheik
I always thought the Goron were a gentle people...

After capturing many, if not all, of the enemy Keeps you have access to—or if the Allied Base is in trouble—head over to the E. Boulder Keep and capture it. A chest will appear in the center of the Keep; it contains a Sealed Weapon, which will become Impa's Biggoron's Knife, the second version of her Giant Blade.

Outpost Captain
Darunia has appeared at Chief's Room!

Once you've captured it, wait near the E. Boulder Keep; a veritable avalanche of Gorons lead by Darunia is about to roll down from the top of the map to the Allied Base and you must be as close to the center as possible to intercept them.

Heart Container Opportunity

Directly south of the E. Boulder Keep, on the path the boulders were rolling down to hit the Allied Base, you'll find a boulder concealing a treasure chest. Open the chest to find Sheik's Heart Container for this Scenario.

Defeat Darunia

As mentioned before, Darunia, the Goron Chief, will roll down from his keep at the northernmost point of the map with a rather large supply of Goron troops in tow. Stand in the center of the battlefield and intercept him and as many of his troops as you can manage without letting him reach the Allied Keep.

Darunia
Defeat Darunia!

Darunia can be beaten in much the same way as every other Warrior: Block his attacks until his Weak Point Mark appears, then whittle it down to perform a Weak Point Smash. Unlike other Warriors, Darunia is actually quite susceptible to this strategy; he takes quite a bit of damage from a Weak Point Smash and has a Mark that can be depleted swiftly. Make sure to roll behind him if you get the chance, like you would any other Warrior, to keep yourself a little bit safer.

After you defeat him, Darunia retreats to his Keep for the time being.

Another Goron Wave!

Goron Captain is advancing from the Goron Keep!

The Gorons send out a wave of Captains to take back the Keeps you captured. If you were diligent in capturing Keeps around Death Mountain, the Goron Captains will have their work cut out for them. This gives you all the time you need to progress the battle by escorting Impa/Sheik to the W. Boulder Keep. Be warned, however: Darunia will reappear and try to take back the Boulder Keeps, starting with the western one. If he manages to accomplish that goal, the Keep will begin rolling boulders at the Allied Base once again.

Hard Skulltula Opportunity Continued

This is your chance to get the Skulltula. If you have 1,500 KOs, let Darunia run to the W. Boulder Keep and capture it to keep Impa from starting the next stage of the battle, then go to town fighting Darunia to knock him out for the second time. If everything works according to plan, Darunia will be knocked out and Impa will turn the W. Boulder Keep's boulders on Darunia's home base. The gate to his Keep will open and the Skulltula will appear in the room leading up to his Keep.

Cracking the Goron Chief's Shell

Mission Start
Defend W. Boulder Keep until Sheik arrives!
Check Point...

Somehow Darunia is healing himself whenever he flees back to his Keep. This mystery has left your ally puzzled, but it's not long before she decides to take a shot in the dark and turn the Boulder Keeps back on the Gorons.

Sheik has reached W. Boulder Keep!

She'll begin making her way to the W. Boulder Keep and she'll need an escort. Sweep the west side of the map to defeat any enemies with Health Bars to make your ally's trip to the W. Boulder Keep a breezy one, then go back to the center of the map and take out Darunia for the second time.

As soon as your ally makes it to the W. Boulder Keep, she will turn the boulders against Darunia's forces and use them to destroy a gigantic jar in the center of his entry hall. It turns out that Darunia has been healing himself with whatever was in that jar. Now that it's been destroyed, Darunia has no method of healing himself, which leaves him in a panic. He gears up for one last assault and opens the gates to his Keep. You now have the chance to deal the final blow to the Goron offensive.

Race to the Chief's Room Keep to challenge Darunia directly!

Bombchu Blitz!

Outpost Captain
Defeat Darunia!
Bombchu has appeared from the Goron Keeps!
Check Point...

Shortly after you destroy the door to his Keep, Darunia begins his final plan: a Bombchu assault like you've never dealt with before. Get ready to bounce around the map like a rubber band ball at a trampoline convention because things get a little hairy from here on out.

Defeat Darunia!
Bombchu is advancing toward the Allied Base!

Race to any Bombchu that has its arrows pointing toward the Allied Base on the minimap first. If the Bombchu reaches it and successfully detonates, it'll be game over for the good guys. If you captured and managed to hold on to most of the Keeps on the field, you'll have a much easier time with this section. The Bombchus have to stop at any Keeps you hold and take them before any additional Bombchus can reach the Allied Base, which gives you time to hop back and forth around the map.

In trouble!
Bombchu
East Goron Keep
Defeat Darunia!
Hylian Captain
We're getting overwhelmed here!

If you didn't capture very many Keeps, or if the enemy Captains from earlier successfully took your Keeps, don't worry: You'll have to race around much faster, but this is still completely doable if you don't waste time getting from Bombchu to Bombchu.

Outpost Captain
Bombchu Operator
Defeat Darunia!
Bombchu Operator is controlling Bombchu! He is near Bombchu!

The trick to completing this section quickly is to ignore the Bombchus and go directly for their Operators standing nearby. The Bombchu Operators go down much quicker than the Bombchus do, and if you walk near a Bombchu after defeating its Operator, it turns around and attacks enemy Keeps instead! Some even going directly to Darunia's room (the Chief's Keep) to damage him and anything else inside of it.

Rock and Roll

Outpost Captain
Darunia
Chief's Room
Defeat Darunia before the Allied Base falls!

Once you've removed the Bombchu scourge from the battlefield, race up to the Chief's Room Keep and get ready face the Goron Chief himself.

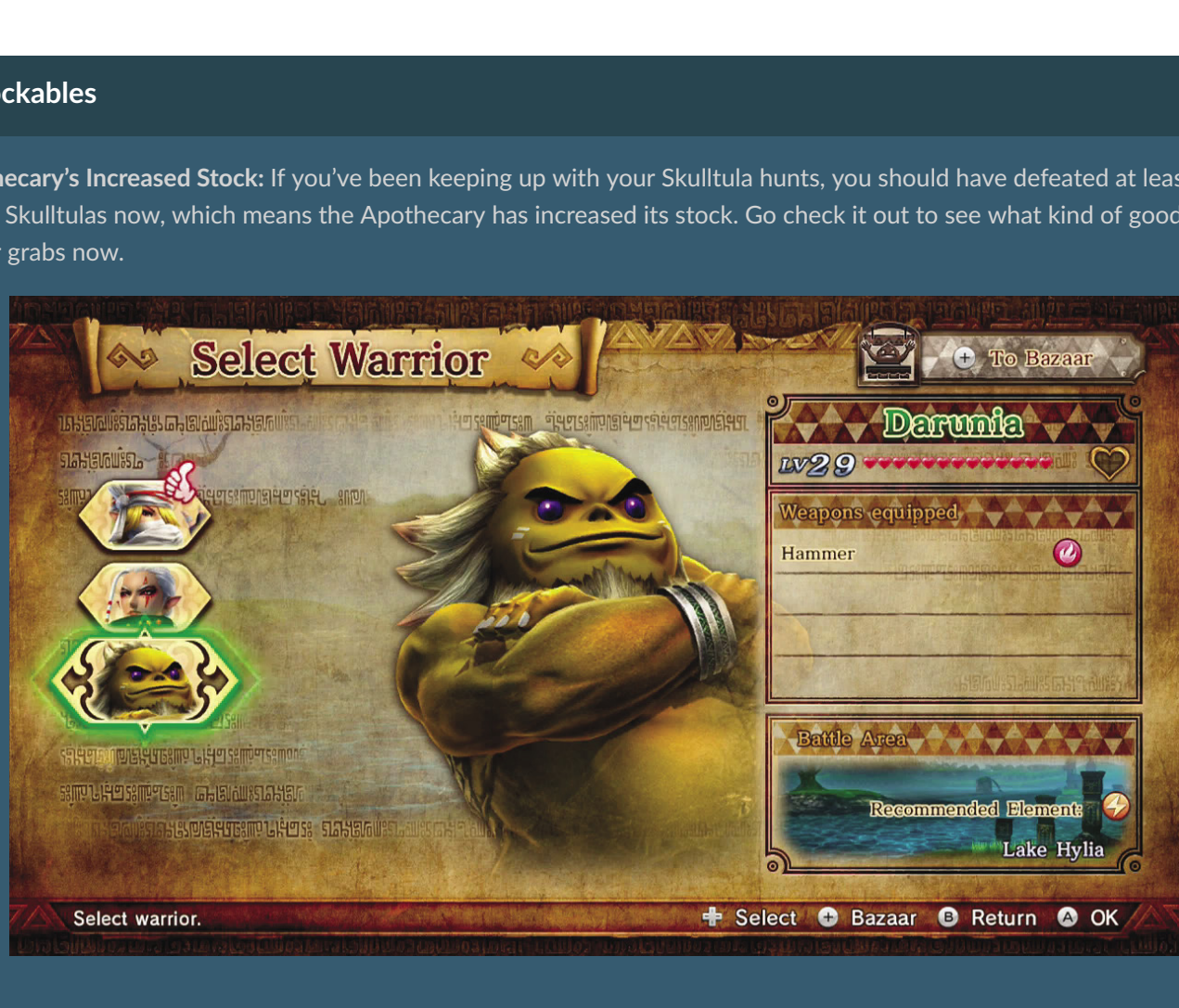
Chief's Room
Defeat Darunia before the Allied Base falls!
Defeat Darunia to cure Big Poe's brainwashing!

After you reach the Keep, it becomes very apparent that something isn't quite right with Darunia. Big Poes begin appearing inside the Chief's Room Keep and Darunia starts complaining of feeling strange. Instead of taking him out directly, defeat all of the Big Poes in the room to weaken him. It just so happens that the reason Darunia attacked you in the first place was because of the Big Poes' mind control. On top of that, they were empowering Darunia to make him even more deadly on the field.

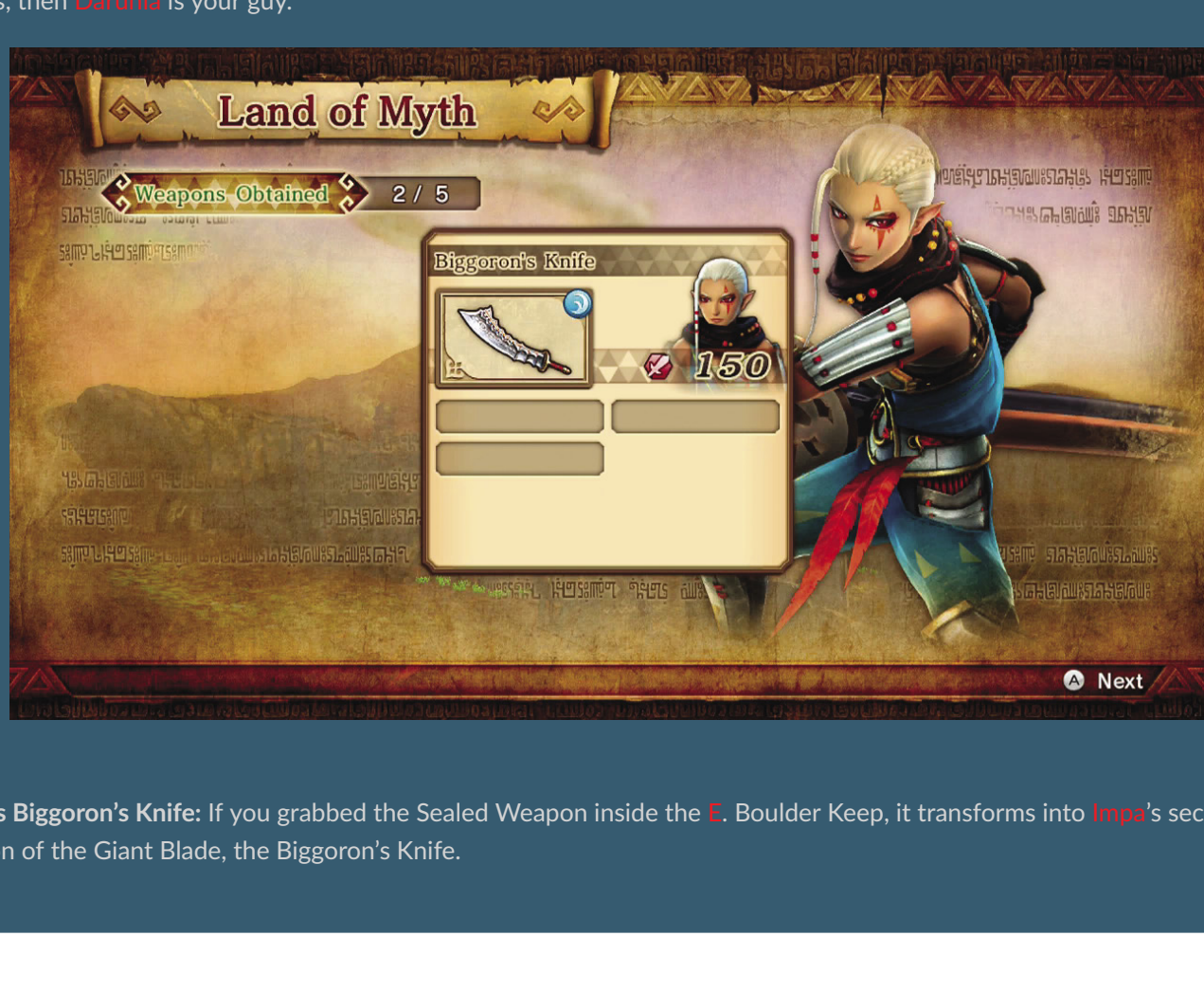
With the Big Poes cleared out, knock out Darunia to break him free of the mind control and win the battle.

Unlockables

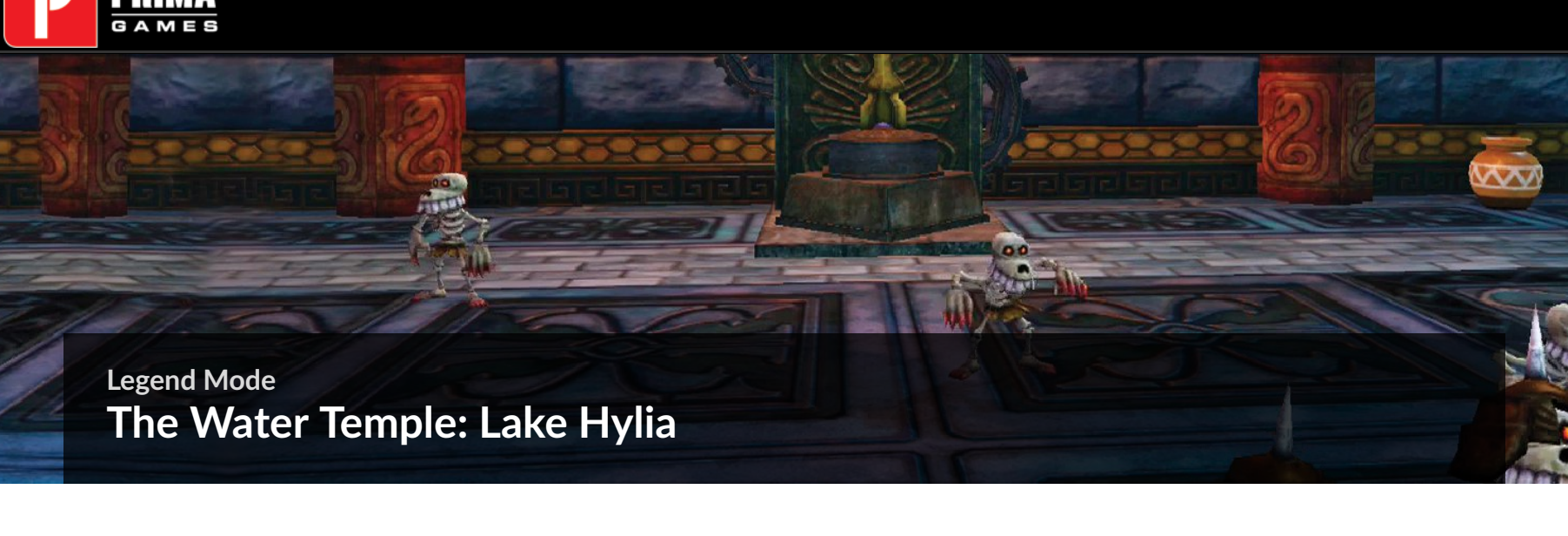
Apothecary's Increased Stock: If you've been keeping up with your Skulltula hunts, you should have defeated at least seven Skulltulas now, which means the Apothecary has increased its stock. Go check it out to see what kind of goodies are up for grabs now.


Select Warrior
To Bazaar
Darunia
Weapons equipped
Hammer
Battle Area
Recommended Element
Lake Hylia
Select warrior.
Select
Bazaar
Return
OK

Darunia: The hard-headed rock-eater is now your ally, which means you can also use him in battle. His speed isn't the greatest and his range is a bit lacking, but his Strong Attacks are out of control. This guy can pack a punch! His Strong Attacks also make up for any range deficiencies that plague his Regular Attacks. If you fancy yourself a fan of the heavy hitters, then Darunia is your guy.

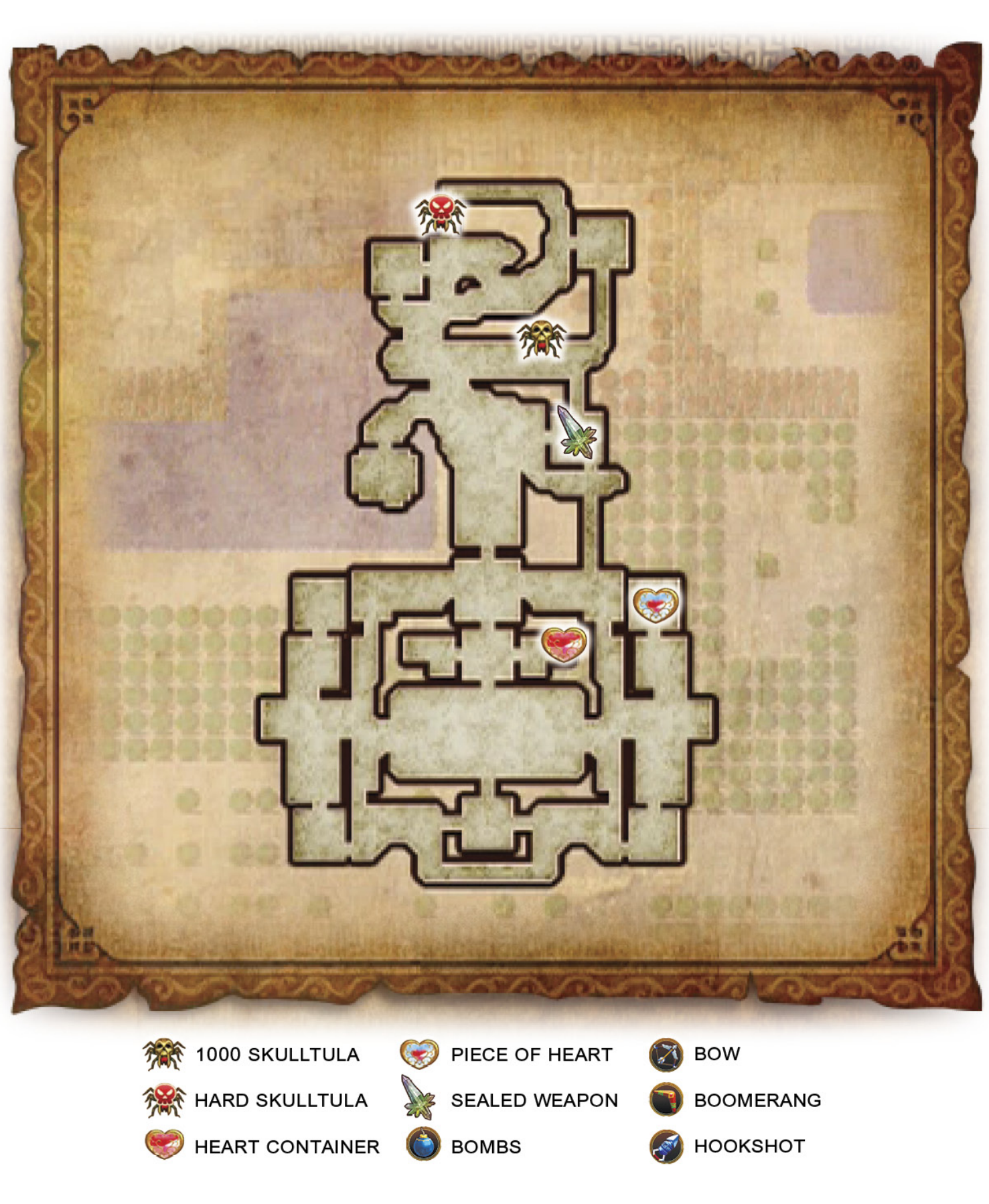

Land of Myth
Weapons Obtained
2 / 5
Biggoron's Knife
150
Next

Impa's Biggoron's Knife: If you grabbed the Sealed Weapon inside the E. Boulder Keep, it transforms into Impa's second version of the Giant Blade, the Biggoron's Knife.



Legend Mode

The Water Temple: Lake Hylia


1000 SKULLTULA
HARD SKULLTULA
HEART CONTAINER
PIECE OF HEART
SEALED WEAPON
BOMBS
BOW
BOOMERANG
HOOKSHOT

Playable Characters

Impa Sheik Darunia

Heart Container

Darunia

Piece of Heart

Sheik

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Impa's Giant Blade—Defeat King Dodongo within three minutes of his arrival while keeping Sheik from retreating.

Unlockables

Sheik's Typhoon Harp

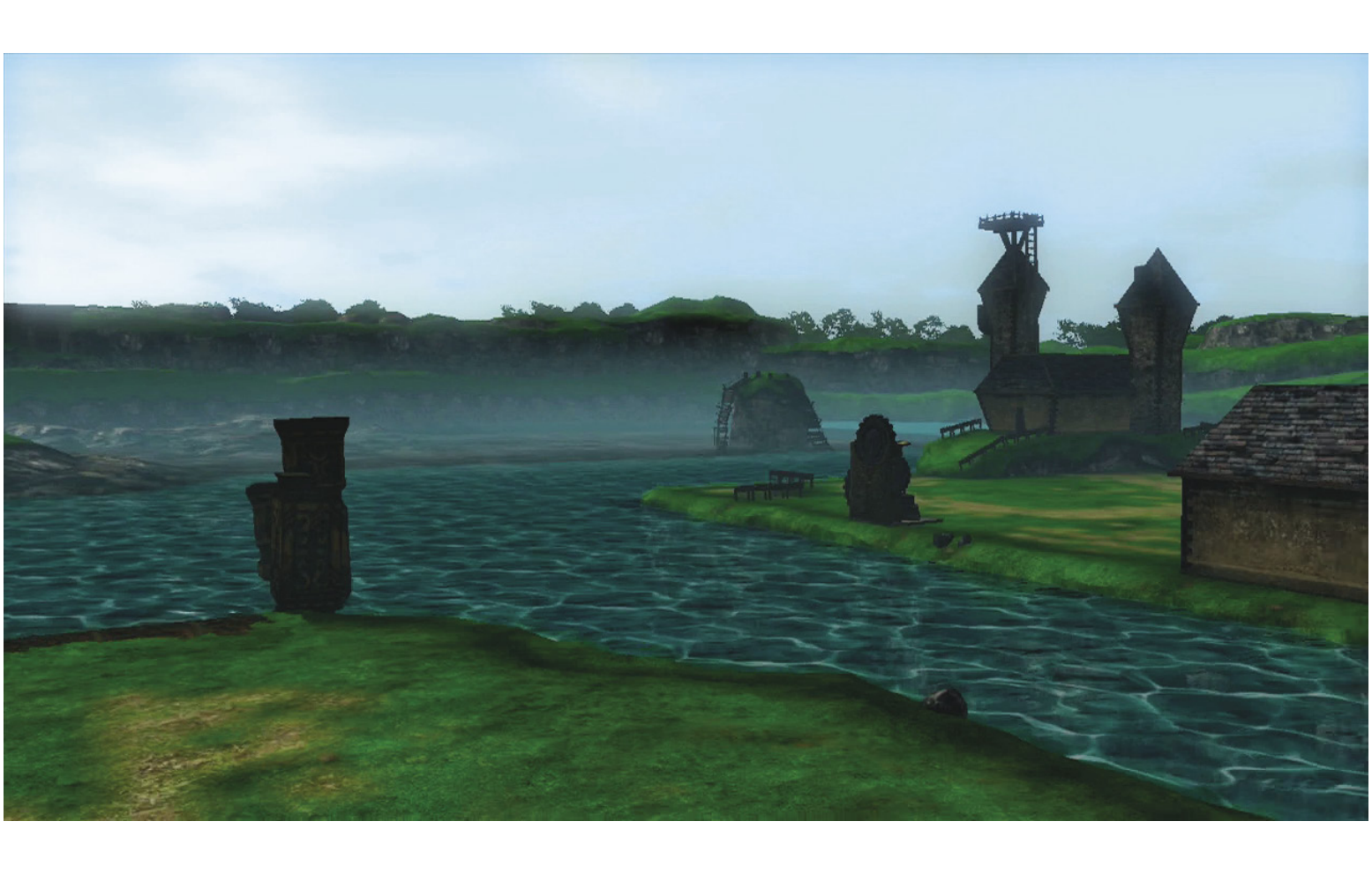
Victory Conditions

Defeat Zelda.

Defeat Conditions

If Sheik/Darunia or Ruto Flees.

The Underwater Sanctuary

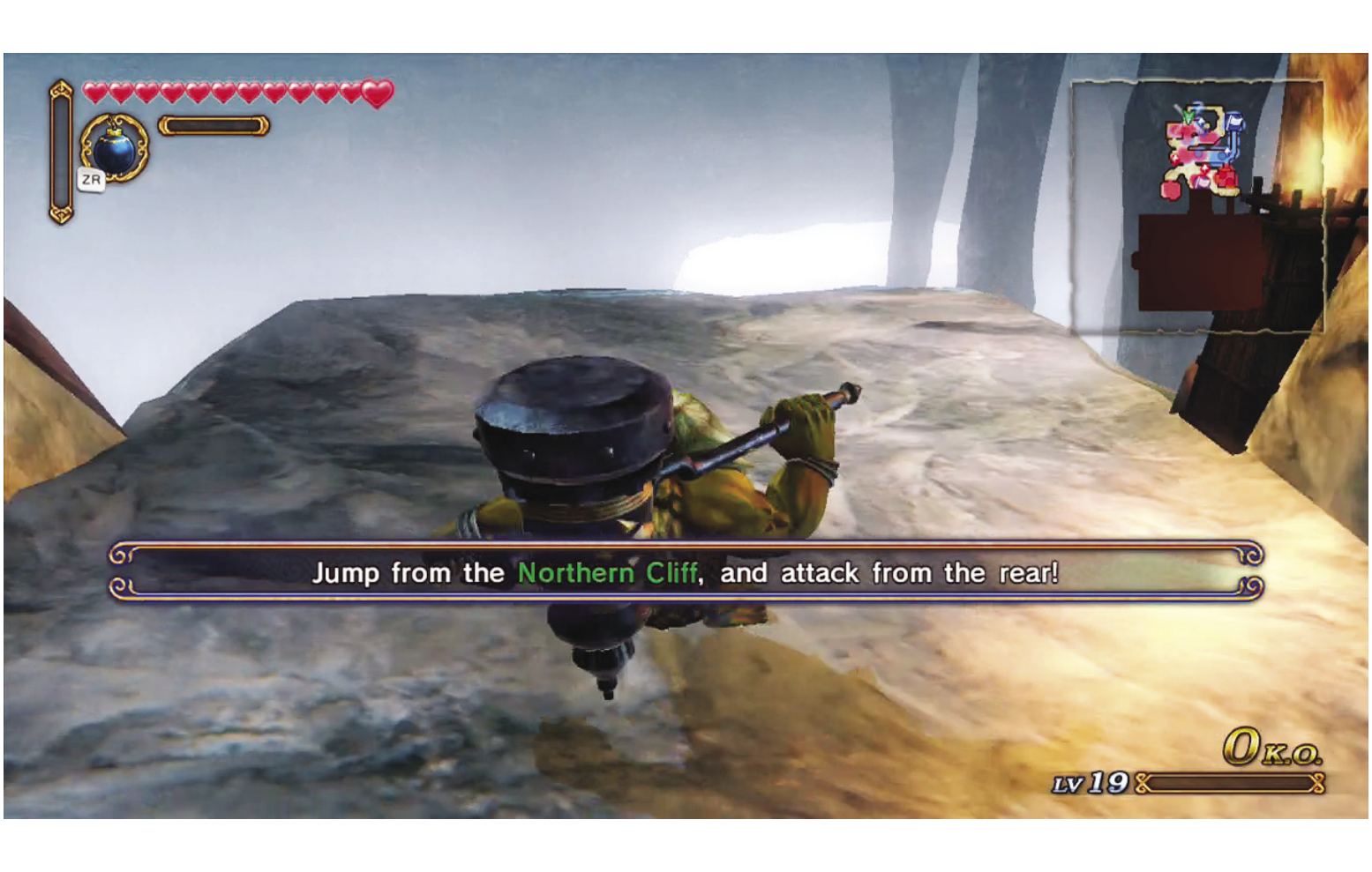


Sheik and Impa finally catch a break on the whereabouts of Princess Zelda, but the news is not nearly as positive as they were hoping. Rumor has it that Princess Zelda is actually leading a regiment of Cia's monster army and she's used it to take over the Water Temple at the bottom of Lake Hylia! Princess Zelda definitely wouldn't join Cia willfully, so we'll need to reach her to get to the bottom of this.

A Brief Reprieve

This Scenario offers a nice reprieve from what you dealt with at Death Mountain, though there are still some tricks and challenges coming your way, especially if you're looking to get the Hard Gold Skulltula on this map. Hang in there and we'll give you the best strategies for handling this Scenario and getting all it has to offer.

Ambush the Enemy!

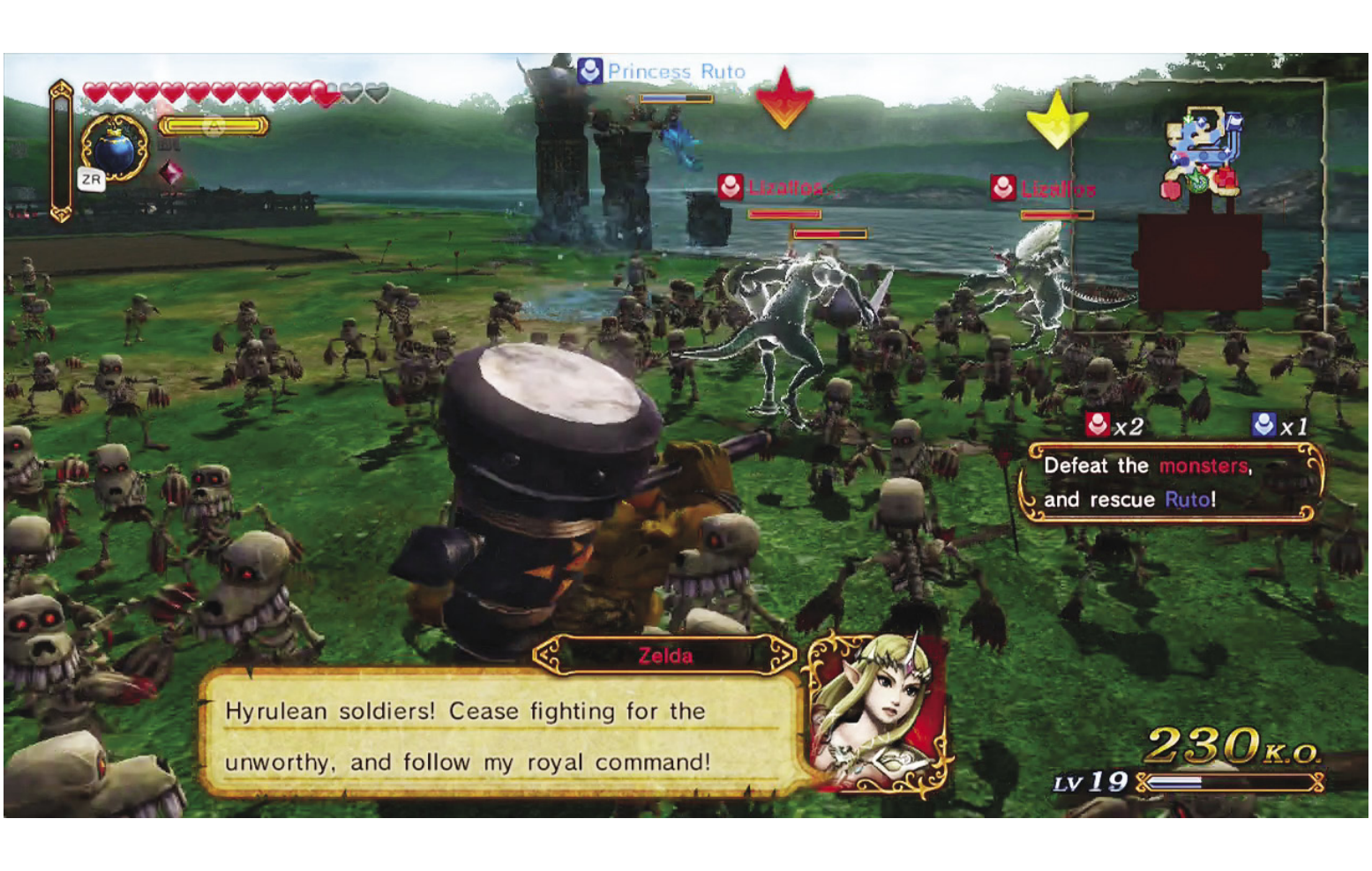

Jump from the Northern Cliff, and attack from the rear!
0 K.O.
LV 19

You start the scenario inside the Mine Keep with a mission to ambush the opposing force. To do that, you must get the drop on them. Literally. Take a right out of the Mine Keep and run to the end of the path. There is a ledge you can—and should—jump from. When you take the plunge, it catches the enemies within the mines off guard, dropping their morale. Clear out the enemies in the mines and then head outside.

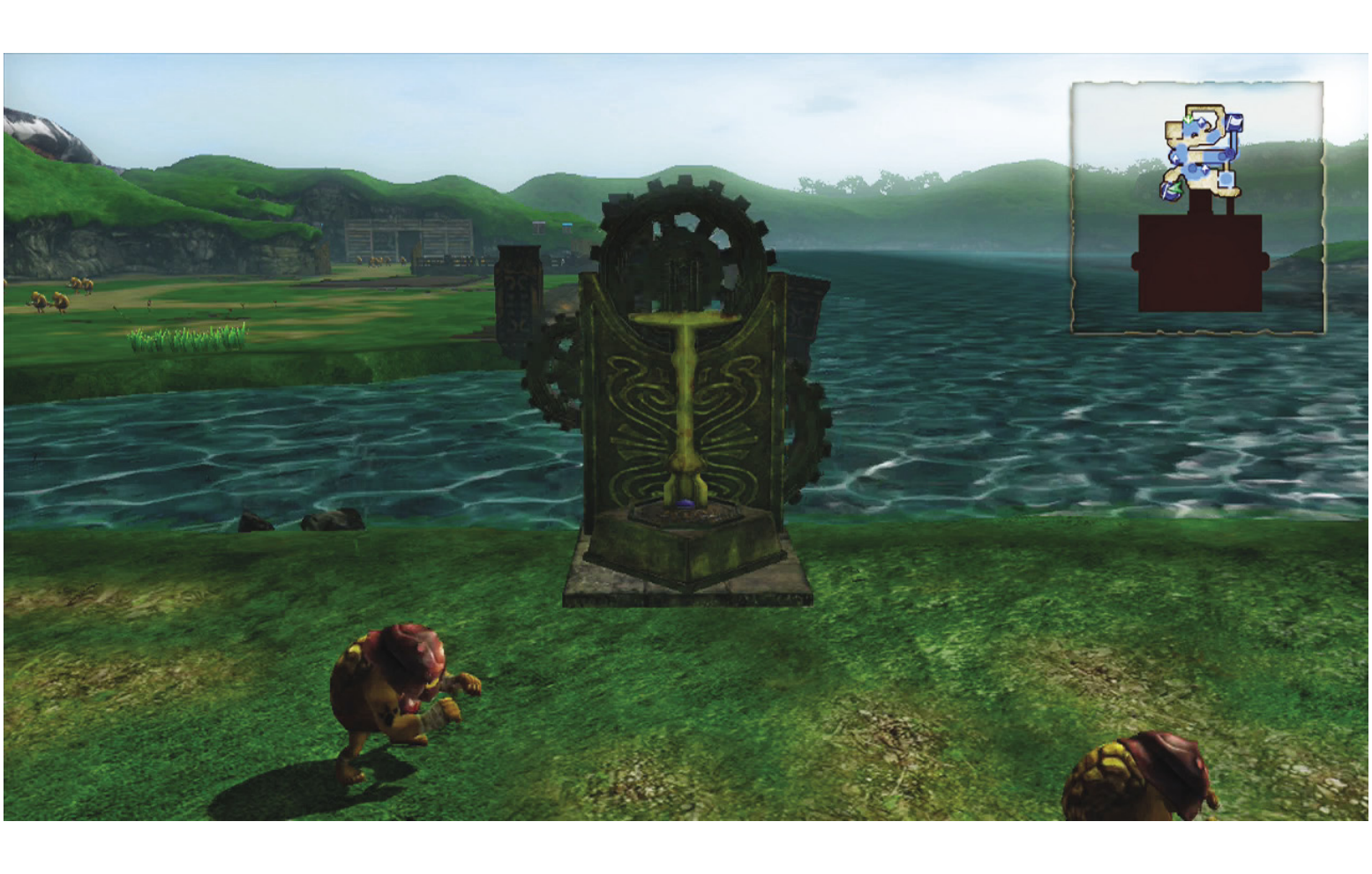
Criticism Hurts

Princess Zelda will continuously issue harsh words to your forces for the first half of the battle. Her constant barrage of criticism decreases their morale. This isn't as big of a deal as it might be in other Scenarios, so don't worry too much about. Just carry on with your missions in a timely manner and you'll be fine.

Rescue and Escort Ruto

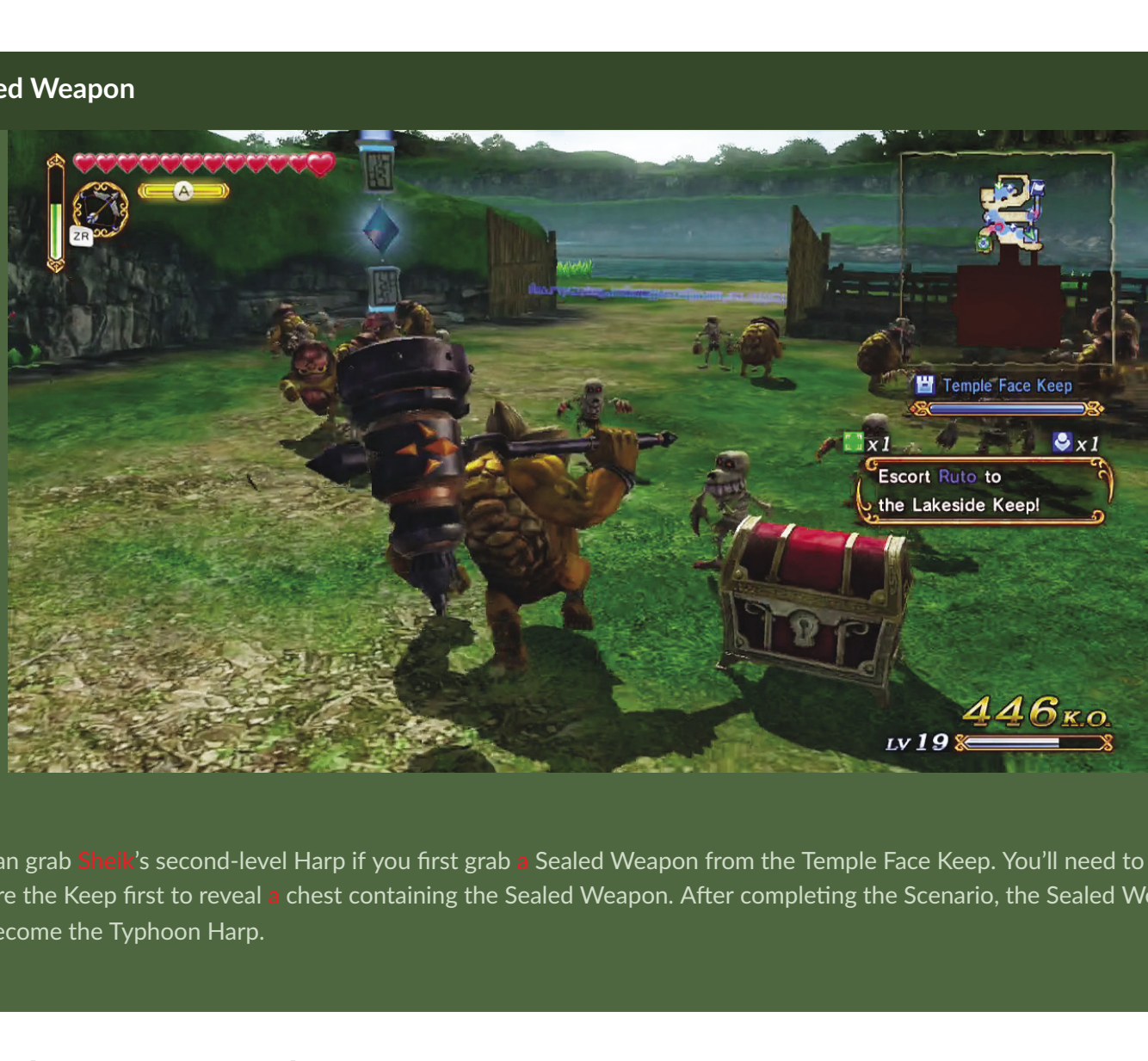

Princess Ruto
Lizalfos
Lizalfos
x2
x1
Defeat the monsters, and rescue Ruto!
Zelda
Hyrulean soldiers! Cease fighting for the unworthy, and follow my royal command!
230 K.O.
LV 19

Your next mission is to help the Zora Princess, Ruto, who's had her hands full with Zelda's army since before you and your allies arrived. Head toward the flag icon on the minimap to find Ruto, then defeat the two glowing Lizalfos attacking her to rescue her.



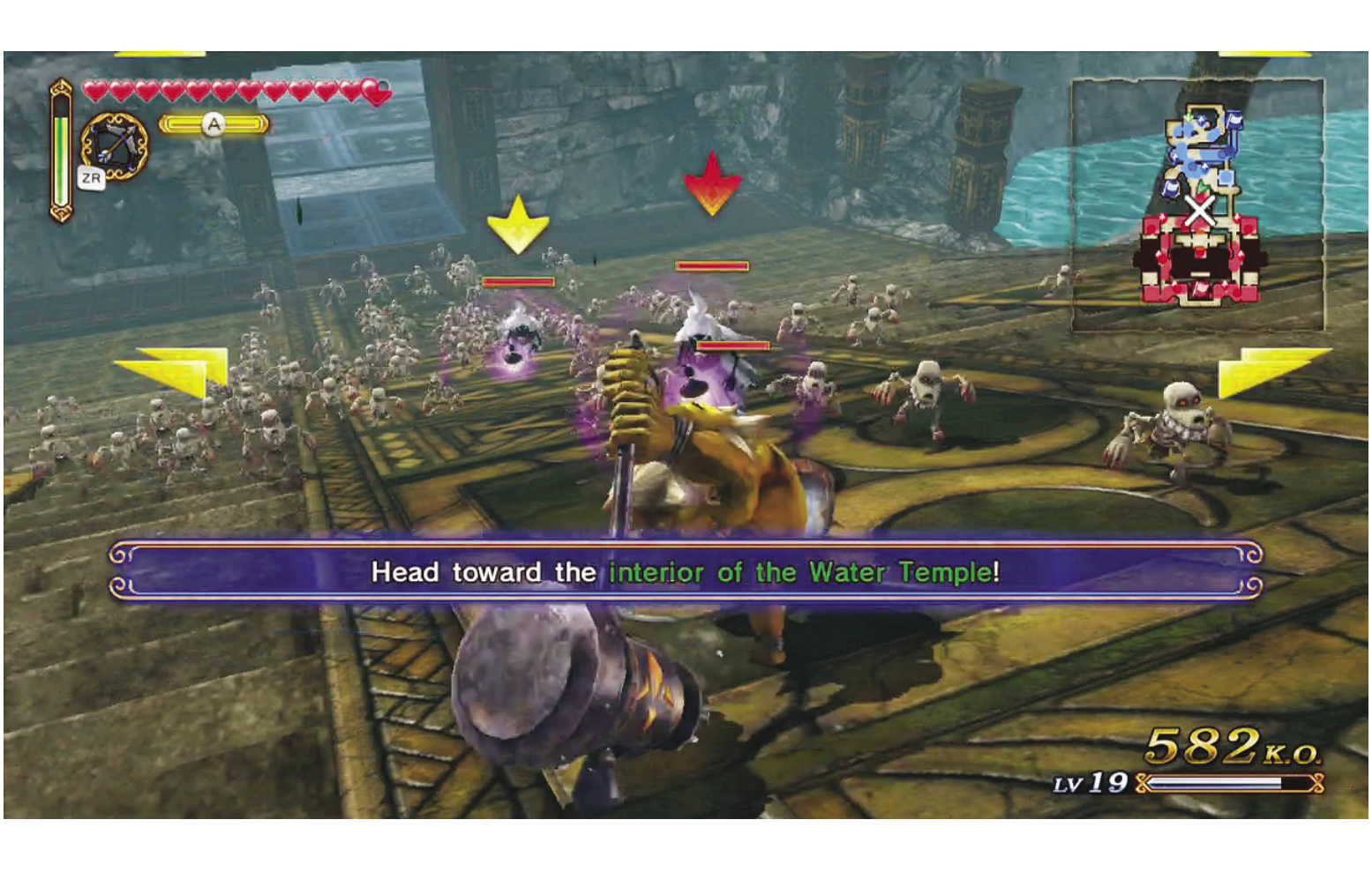
Once she's been rescued, Ruto asks you to escort her to the Lakeside Keep on the west side of the lake's shore. Capture the Keep and then Ruto flips a switch that lowers the lake's water level, revealing the Water Temple below.

Sealed Weapon


Temple Face Keep
x1
x1
Escort Ruto to the Lakeside Keep!
446 K.O.
LV 19

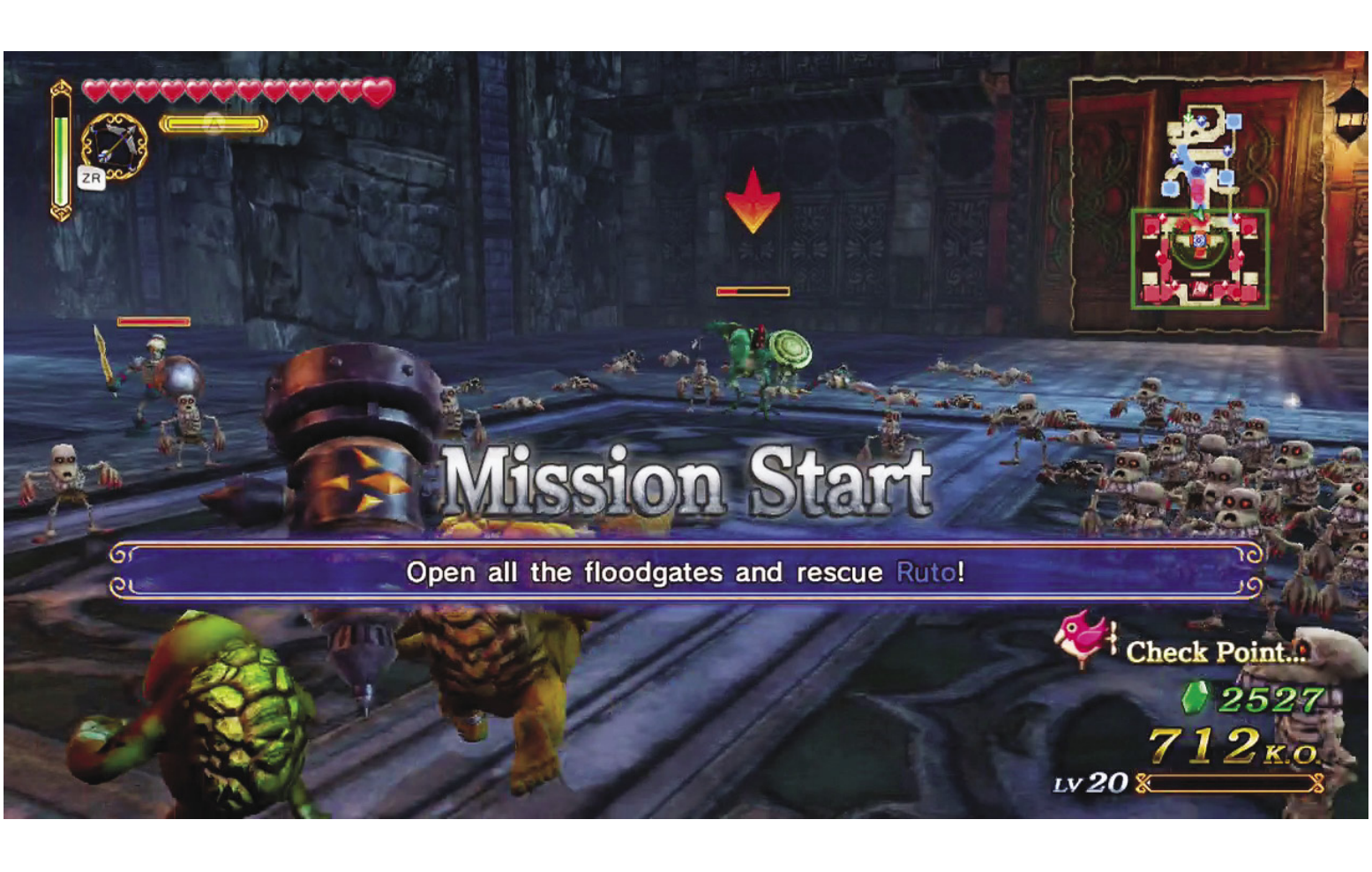
You can grab Sheik's second-level Harp if you first grab a Sealed Weapon from the Temple Face Keep. You'll need to capture the Keep first to reveal a chest containing the Sealed Weapon. After completing the Scenario, the Sealed Weapon will become the Typhoon Harp.

Enter the Water Temple


Head toward the interior of the Water Temple!
582 K.O.
LV 19

Head into the Water Temple from the steps in the center of the map. A legion of Big Poe Captains will make their way up those very steps, which means you'll be able to intercept them and prevent them from causing trouble for your allies who stay behind on the lake's shore.

The Zora Princess Imprisoned!


Mission Start
Open all the floodgates and rescue Ruto!
Check Point...
2527
712 K.O.
LV 20

Almost immediately after entering the Water Temple, Princess Ruto gets kidnapped by Zelda's forces and taken to a room in the center of the temple. This is the trickiest part of the Scenario, because enemy Captains will continuously attack Ruto so long as she's in that room and reaching her is no simple task. You need to hit two different switches in two different Keeps to reach her and the only way to hit the switches is to capture both Keeps.

Don't Rescue Darunia

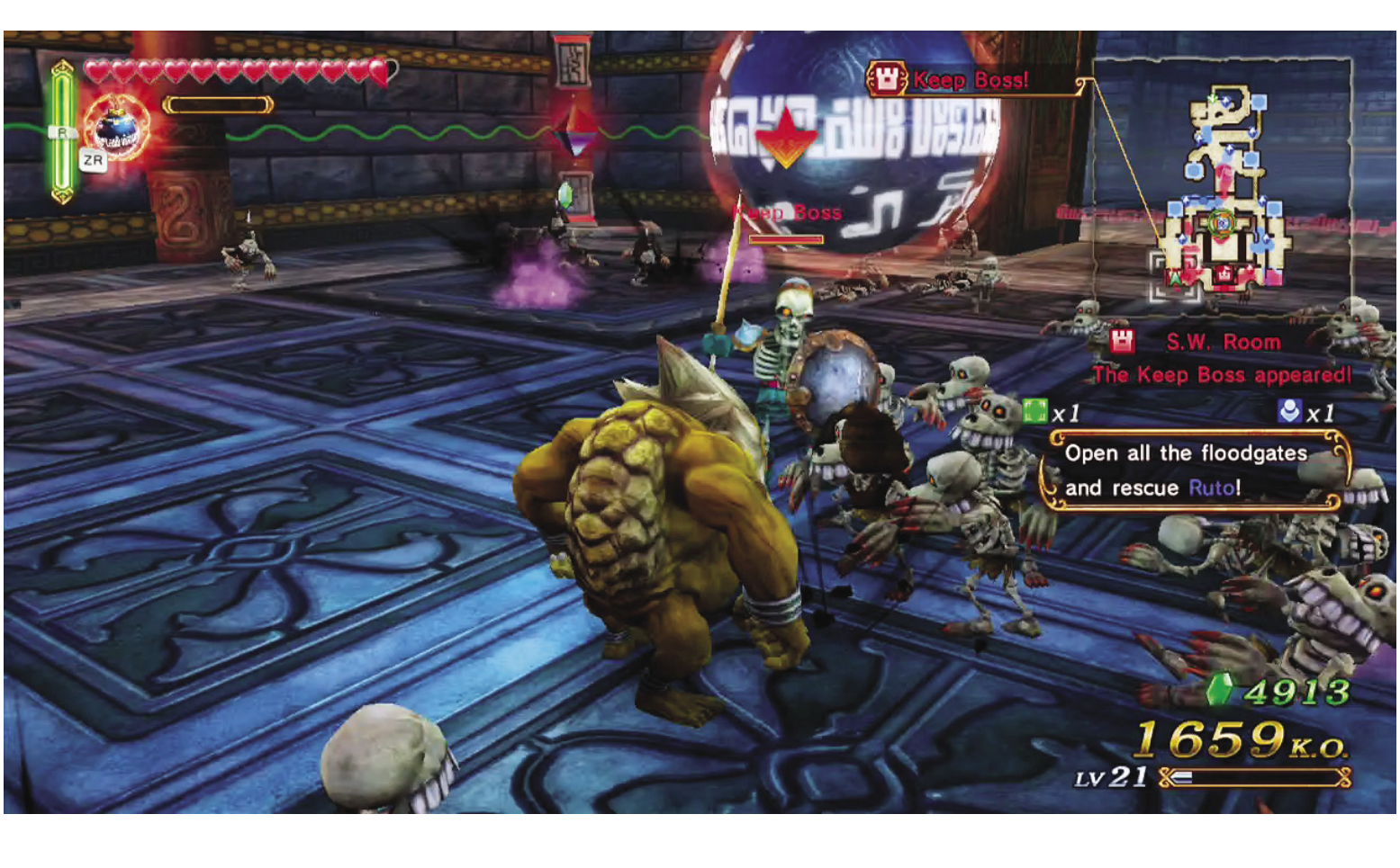
Focus on Ruto above all else. Impa/Sheik and Darunia will get in trouble around the same time. You need to focus on getting Ruto out first. Don't get distracted! Save Ruto, then go for your allies if they're still in need.

The only exception to this is if you're play as Impa and you're trying to get the Hard Gold Skulltula. You'll need to keep Sheik from fleeing, which means you'll have to race over to her, save her, and then save Princess Ruto.

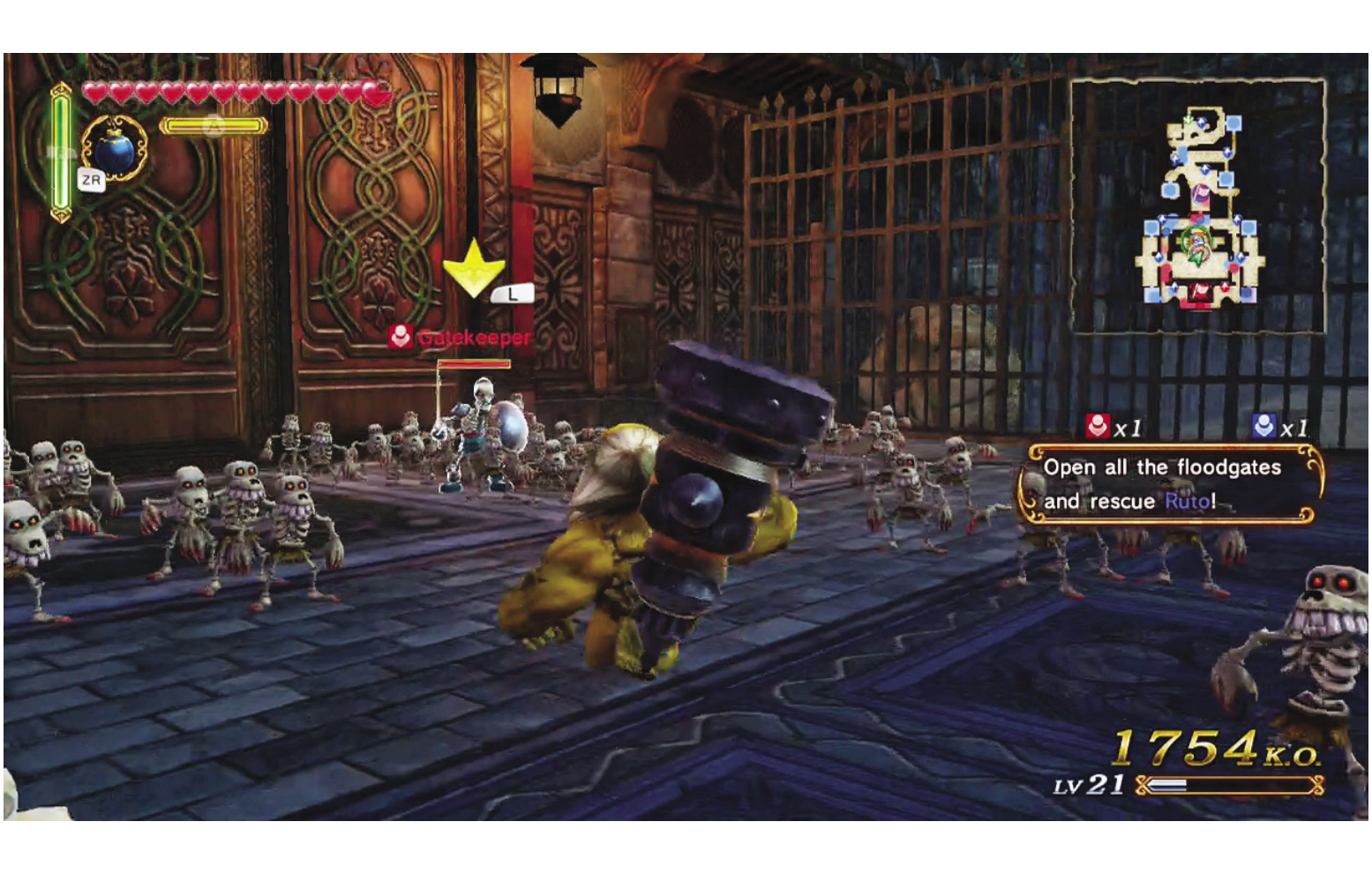
The Keeps housing the switches are the SE and SW Room Keeps. Head over to the SE Room Keep first and capture it. This switch not only slightly lowers the currents blocking your access to the center of the Water Temple, it also lowers the water on west and east sides of the temple, giving you access to the West and East Room Keeps. Don't bother going to either Keep just yet; saving Ruto should be your number one priority.

Gold Skulltula Opportunity

Just up and to the left of Temple Face Keep; behind a Wall of Vines is the 1,000 KO Gold Skulltula. You'll need to be prepared to get this one, since you'll almost certainly be inside the Water Temple when the Skulltula appears on the field. Keep a close eye on your KO count to make sure you're good and ready to race to the Skulltula. A Wall of Vines will be blocking your path, so you'll need the Boomerang to open the way.


Keep Boss!
S.W. Room
The Keep Boss appeared!
x1
x1
Open all the floodgates and rescue Ruto!
4913
1659 K.O.
LV 21

Head over to the SW Room Keep and capture it to lower the water in the central room.


Gatekeeper
x1
x1
Open all the floodgates and rescue Ruto!
1754 K.O.
LV 21

You can now reach Princess Ruto via the central room's south entrance, but first you need to take out the Gate Guard standing in front of the door. Once the Gate Guard's been defeated, the door opens and you find Princess Ruto fighting for her life.

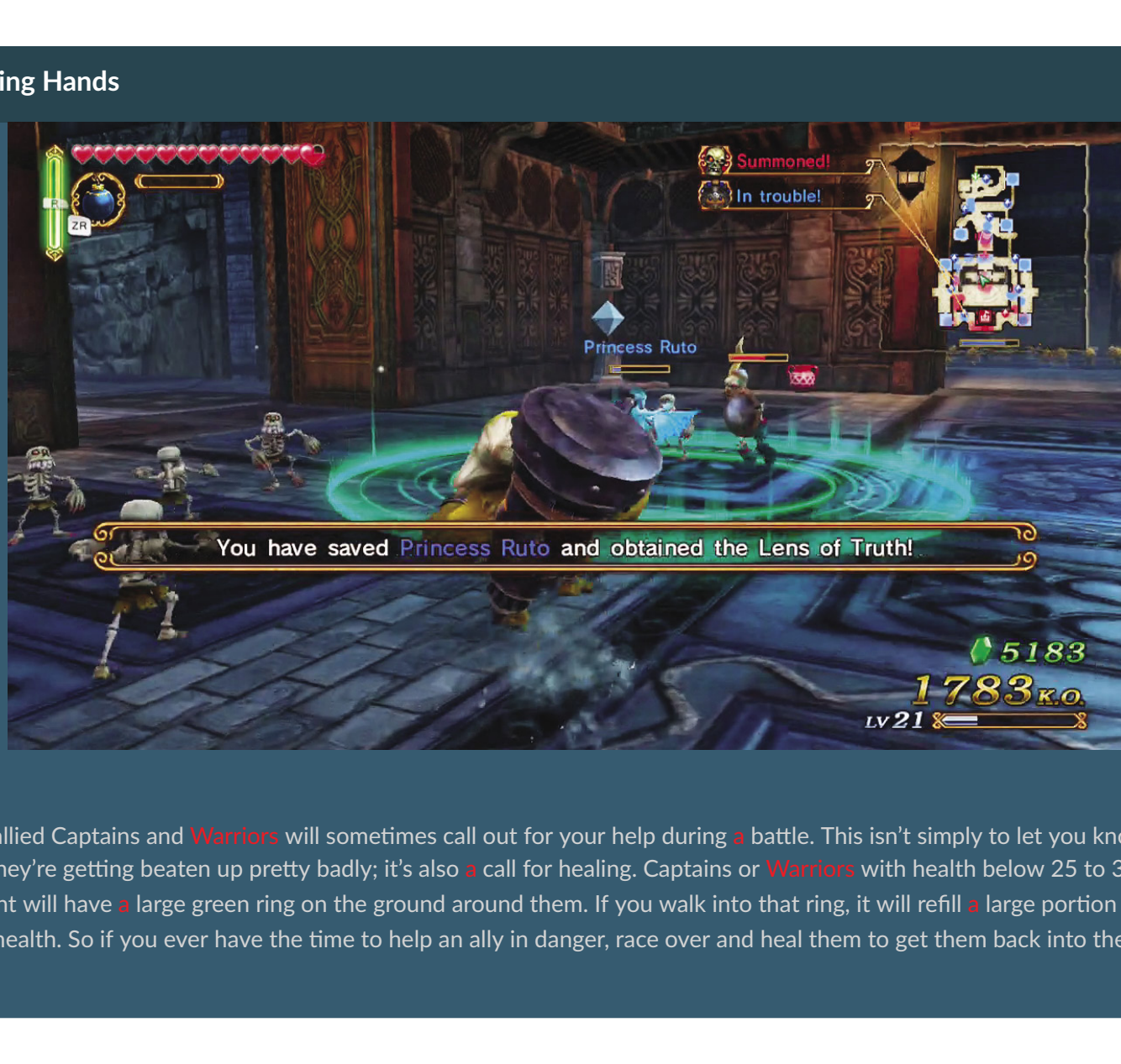
x1
Open all the floodgates and rescue Ruto!
5169
1774 K.O.
LV 21

Defeat the Captains attacking Ruto to save her and complete the mission.

Heart Container Opportunity

While playing as Darunia, as soon as you rescue Ruto, head through the Central Keep's east gate and destroy the boulder in the corridor ahead to reveal a chest containing Darunia's Heart Container for this Scenario.

Healing Hands


Summoned!
In trouble!
Princess Ruto
You have saved Princess Ruto and obtained the Lens of Truth!
5183
1783 K.O.
LV 21

Your allied Captains and Warriors will sometimes call out for your help during a battle. This isn't simply to let you know that they're getting beaten up pretty badly; it's also a call for healing. Captains or Warriors with health below 25 to 33 percent will have a large green ring on the ground around them. If you walk into that ring, it will refill a large portion of their health. So if you ever have the time to help an ally in danger, race over and heal them to get them back into the fight.

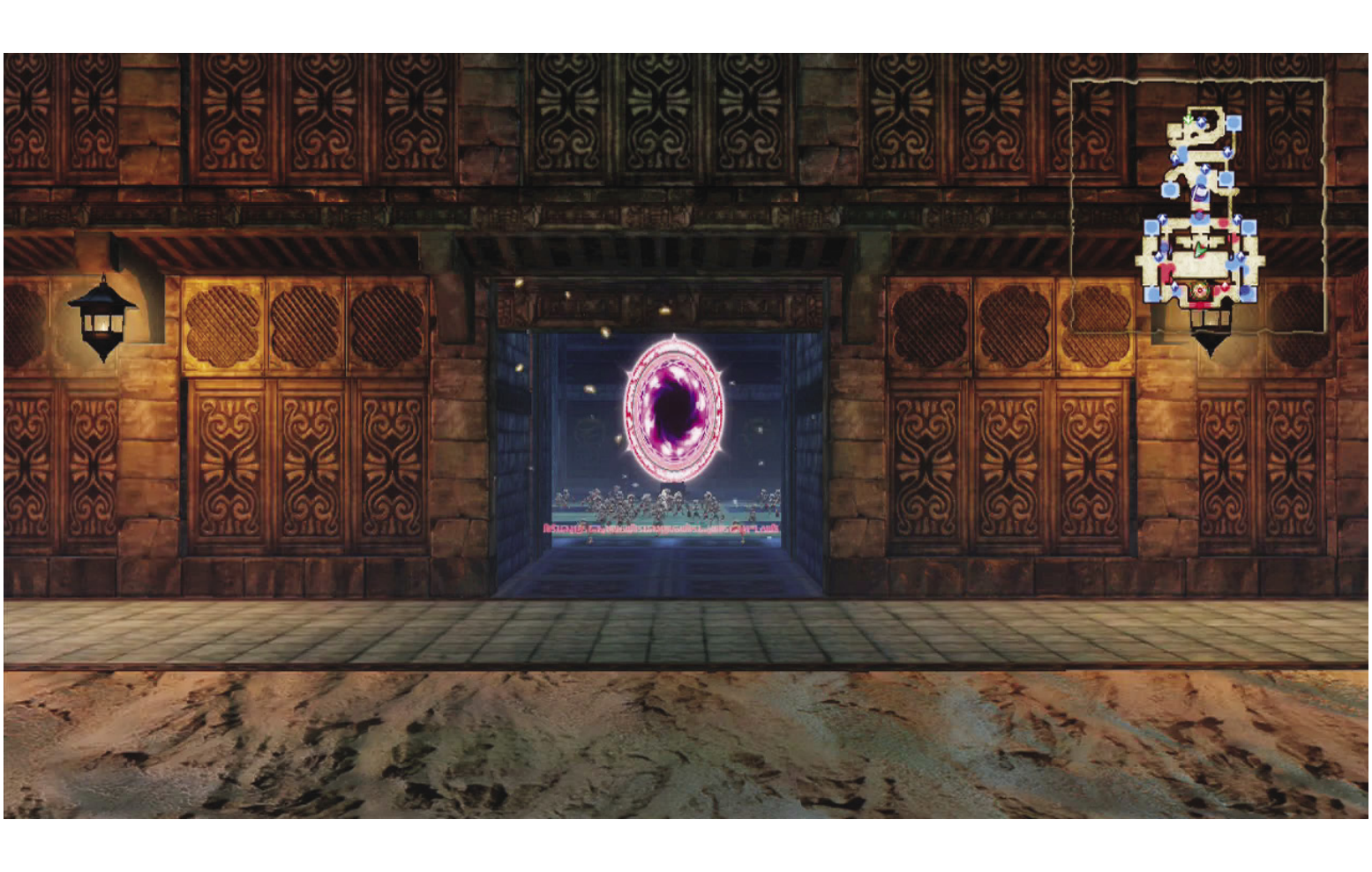
Hard Gold Skulltula Opportunity

If you're going for the Hard Gold Skulltula, you're going to have to save Sheik when she gets in trouble. You need to be swift about it and then you need to move on to the SW Room Keep to lower the water level. Focus only on defeating enemy Captains and any other enemies with health bars, and leave the lesser enemies to Sheik. Time is crucial for this part of the Scenario.

Piece of Heart Opportunity

Before you enter Zelda's Keep, head over to the East Keep and capture it to reveal Sheik's Piece of Heart for this Scenario.

Defeat Zelda



Now that Ruto is safe, it's time to get back to the main objective: stopping Zelda from hurting anyone else. Her Keep opens up after you free Ruto, which means it's time to get to the bottom of this mystery. In classic villain form, as soon as you enter her Keep, Zelda summons King Dodongo to the center of the map. You must deal with Dodongo before you can face Zelda, or you'll run the risk of letting it destroy the Allied Base, and your losing the fight.

Hard Gold Skulltula Opportunity Continued

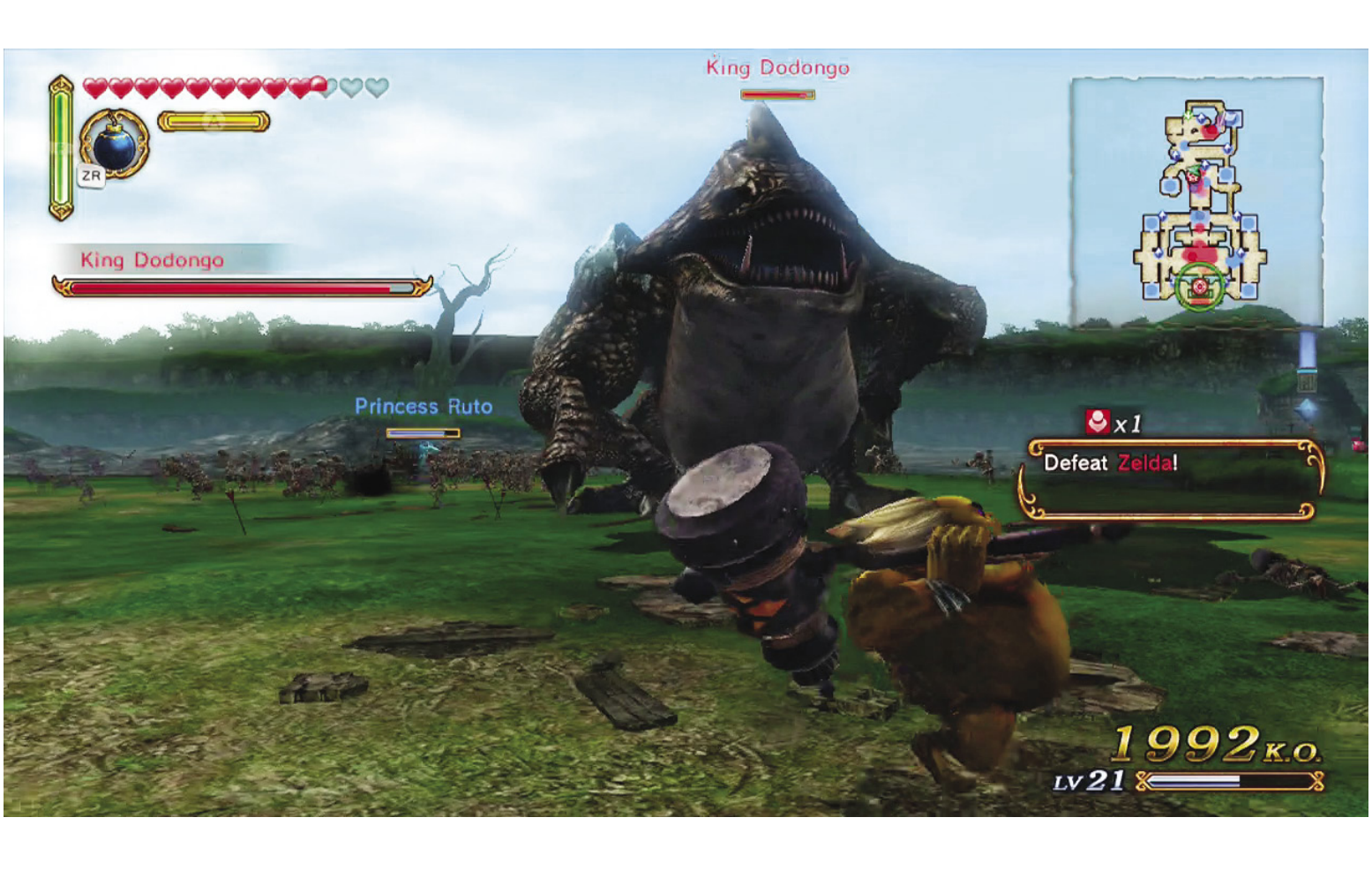
Defeating King Dodongo in three minutes after it appears on the battlefield is one of the most challenging things you'll have to accomplish in Legend Mode. The second you step foot in Zelda's Keep, you must immediately turn around and head north to Darunia's location. This fight is brutal and, unfortunately, there isn't any *right* way to defeat Dodongo. Press ⊕ and save your progress on the Scenario Information screen, so that if you fail, you can reload from before you entered Zelda's room.

The fastest way to defeat King Dodongo is by making sure you have a full Focus Spirit Meter. While fighting the Giant Boss, if you activate Focus Spirit, then press Ⓐ (Ⓧ in Zelda Style), you'll end your Focus Spirit and perform an attack that will reveal King Dodongo's Weak Point Mark. The Mark will stay up for a bit longer than when you throw Bombs in its mouth, so this is an excellent time to try to perform a Weak Point Smash. If you can't pull off a Smash before the Mark disappears, you will have at least depleted some of the Mark; a Smash is almost guaranteed the next time its Mark appears.

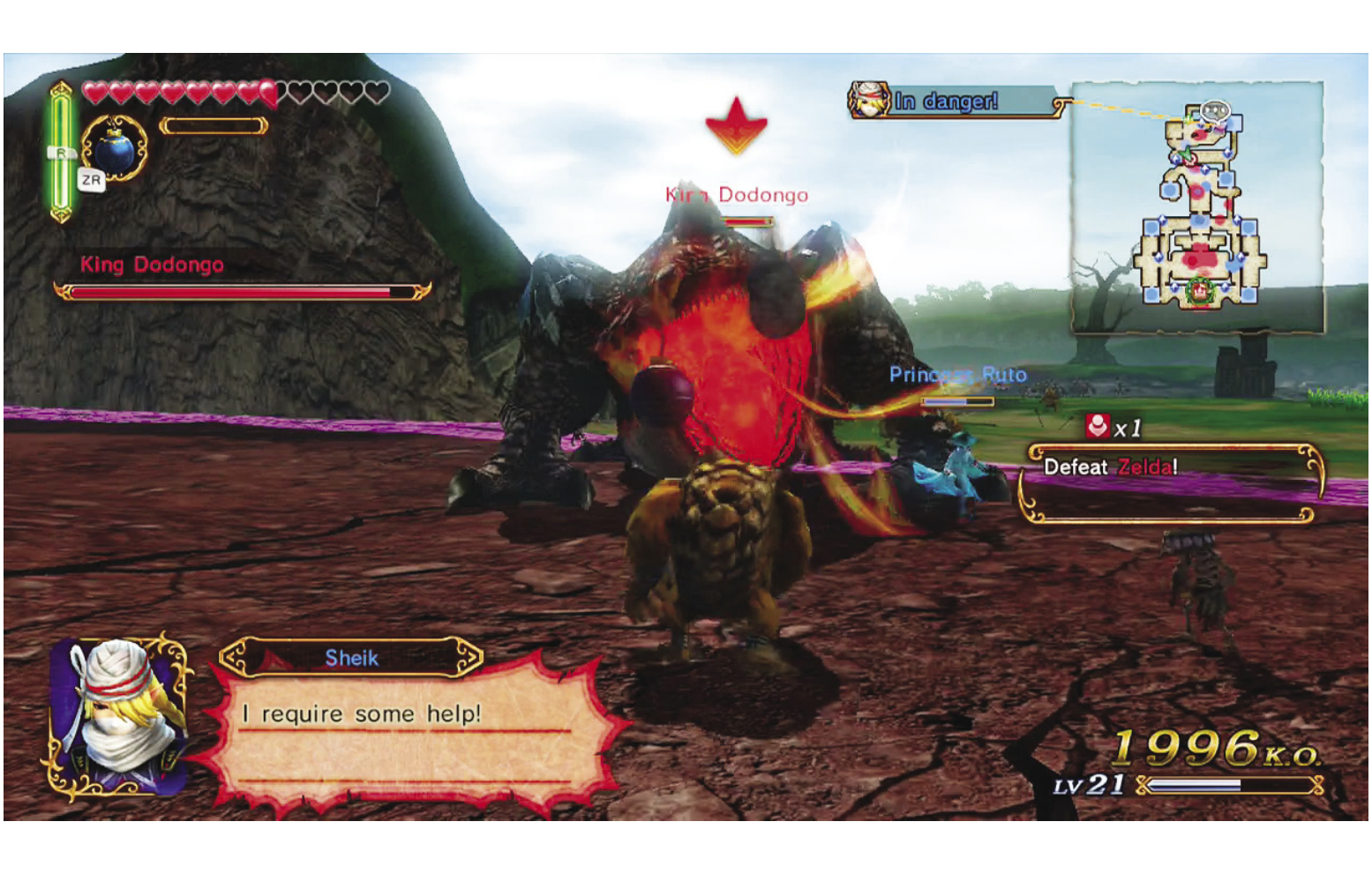
If you're unable to accomplish this task, level Impa up, get her some newer, stronger weapons in Adventure Mode and then come back and try again.

If you manage to beat King Dodongo, the Gold Skulltula will appear at the top of the map, north of the Mine Keep. It's on top of the cliff you jumped from to ambush your enemies at the start of the Scenario.

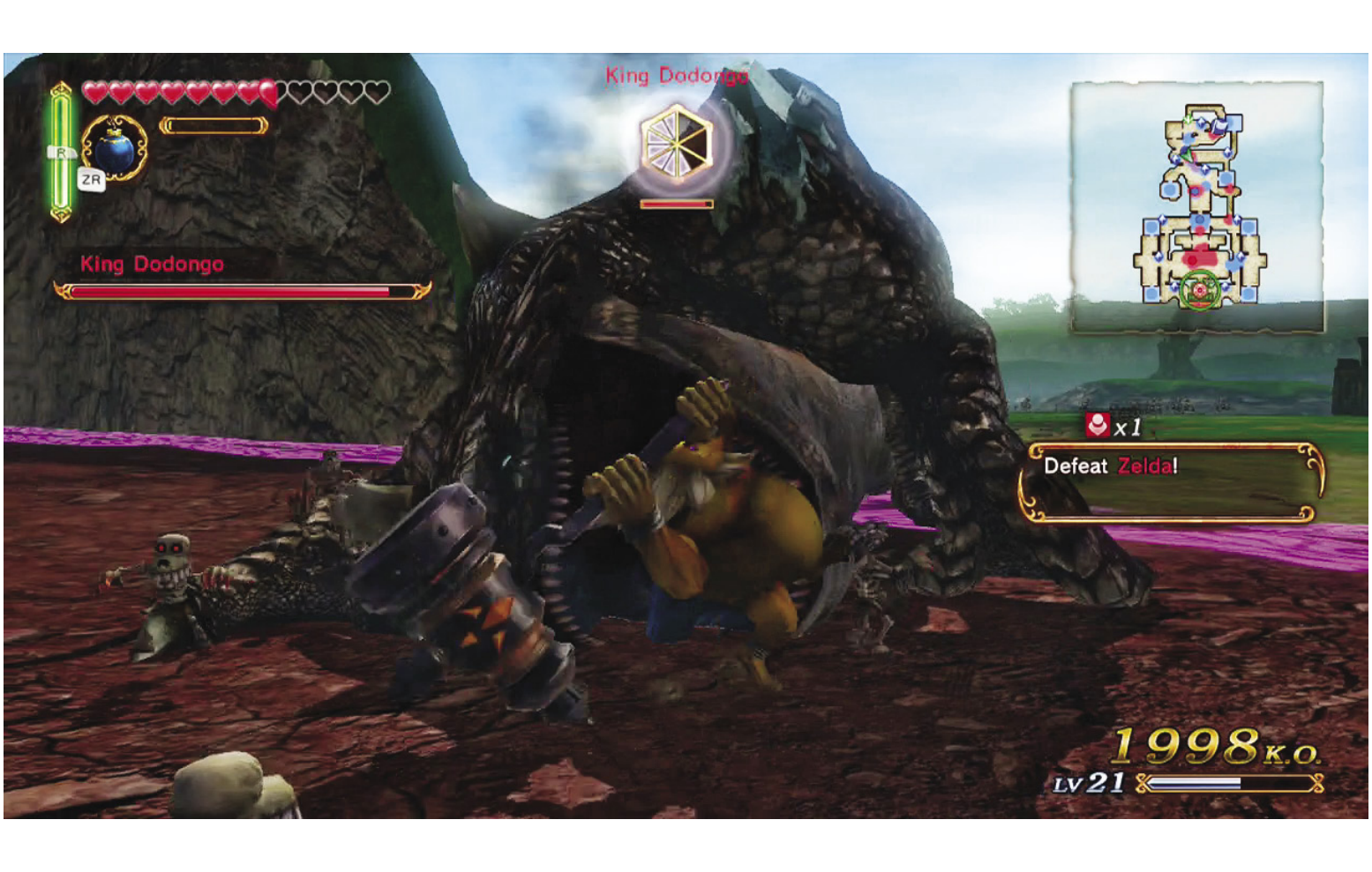
Boss Fight: King Dodongo


King Dodongo
King Dodongo
Princess Ruto
x1
Defeat Zelda!
1992 K.O.
LV 21

Your second fight with King Dodongo is pretty much the same as the first, but this time the monstrous monitor is far less interested in opening its mouth for you. It's also a good bit stronger than the first fight, but all of its moves are the same.

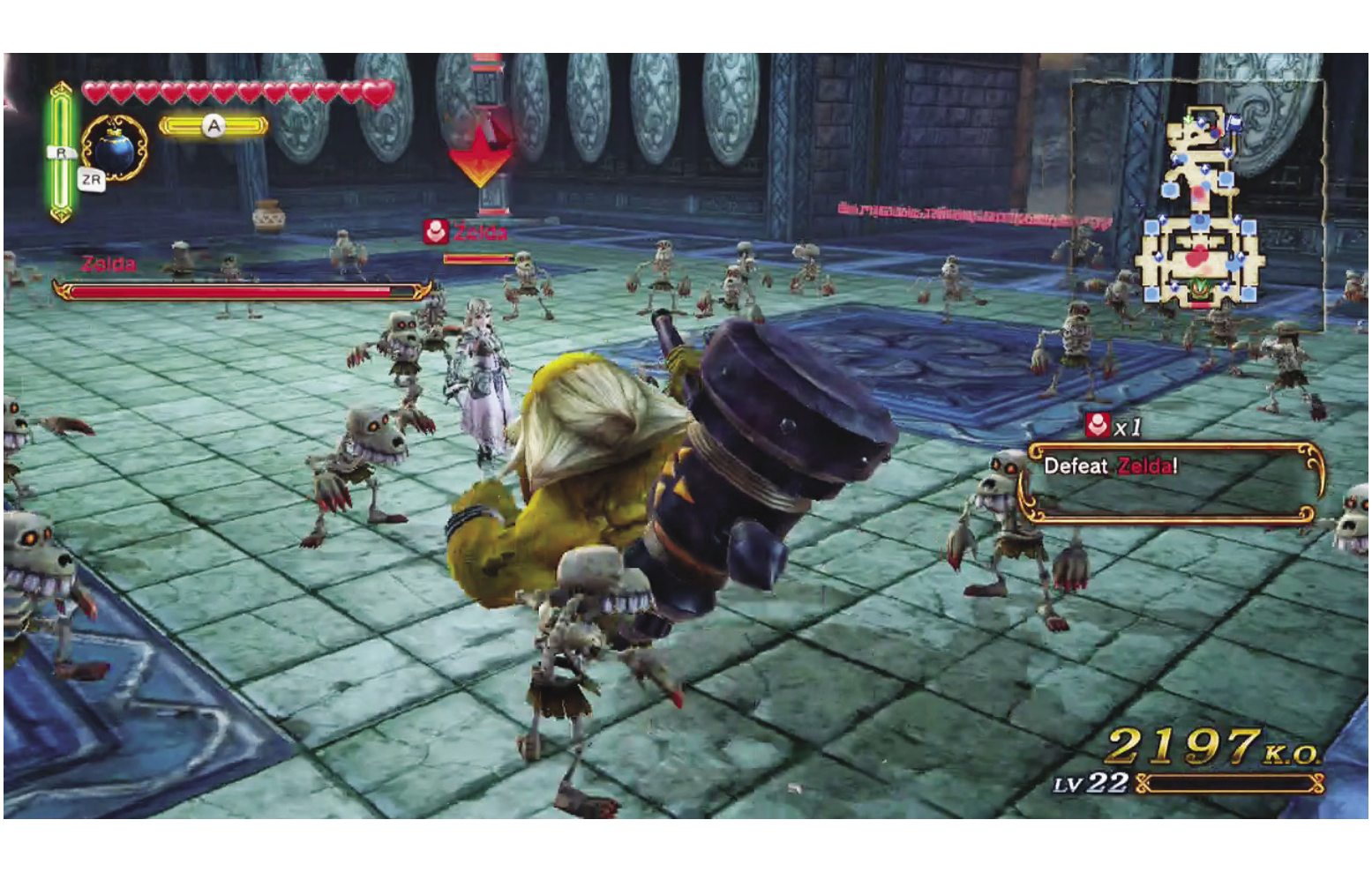

In danger!
King Dodongo
King Dodongo
Princess Ruto
x1
Defeat Zelda!
Sheik
I require some help!
1996 K.O.
LV 21

As a refresher, wait for King Dodongo to open its mouth to charge up a fireball attack, which often happens immediately after it breathes fire. King Dodongo's mouth is bright orange while charging, so make sure to dump a boatload of Bombs in there as soon as you see it open.


King Dodongo
King Dodongo
x1
Defeat Zelda!
1998 K.O.
LV 21

Once you've thrown some Bombs in, Dodongo will collapse and its Weak Point Mark will be revealed. Beat up on King Dodongo to deplete its Mark and perform a Weak Point Smash. Repeat the process until it's defeated.

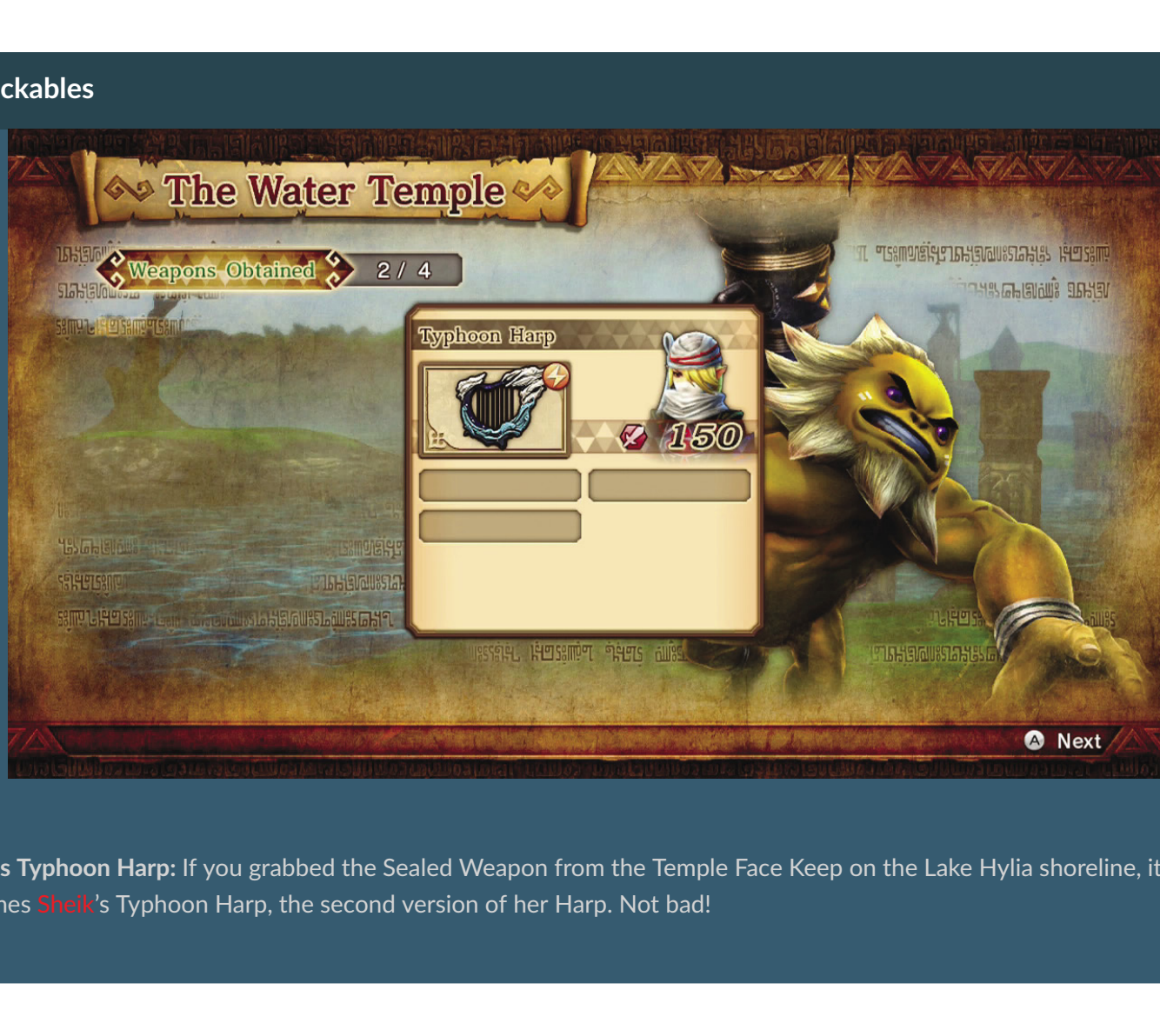
NOW Finish Zelda


Zelda
Zelda
x1
Defeat Zelda!
2197 K.O.
LV 22

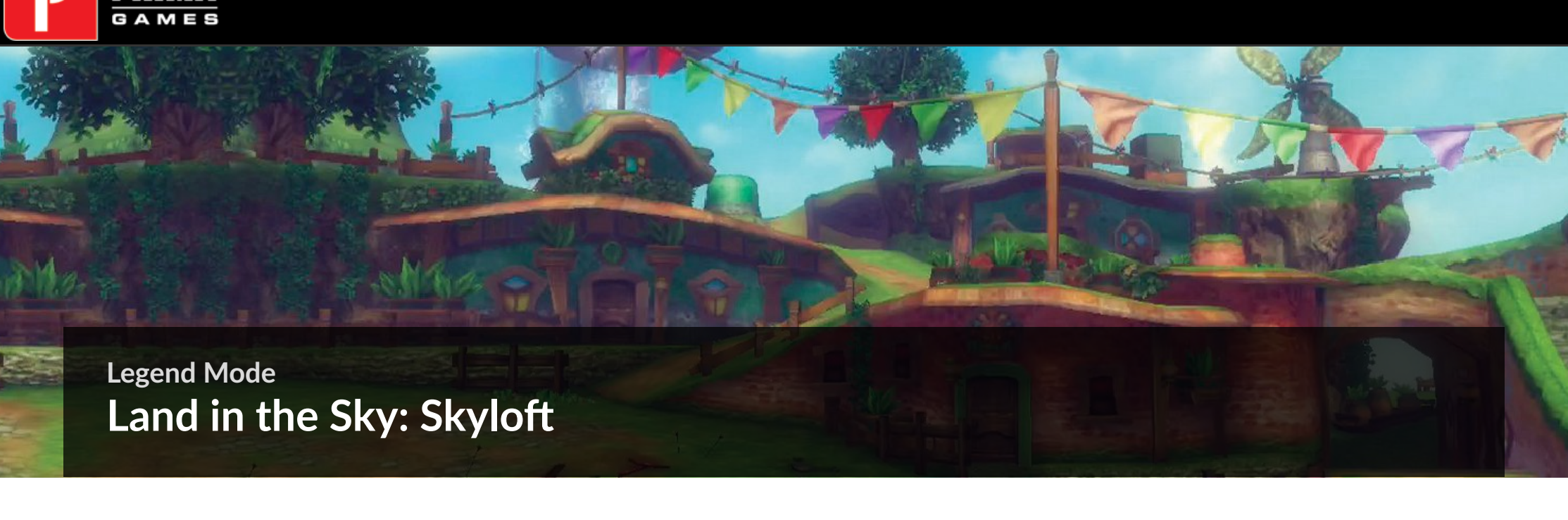
With King Dodongo out of the way, it's time to go deal with Zelda once more. Defeat her the same way you did Darunia: Blocking her attacks and waiting for her Weak Point Mark to appear. Her Mark takes considerably longer to deplete than Darunia's, so be prepared for this fight to test your patience.

Once you've defeated her, though, the battle will be over and you will have won the Scenario.

Unlockables

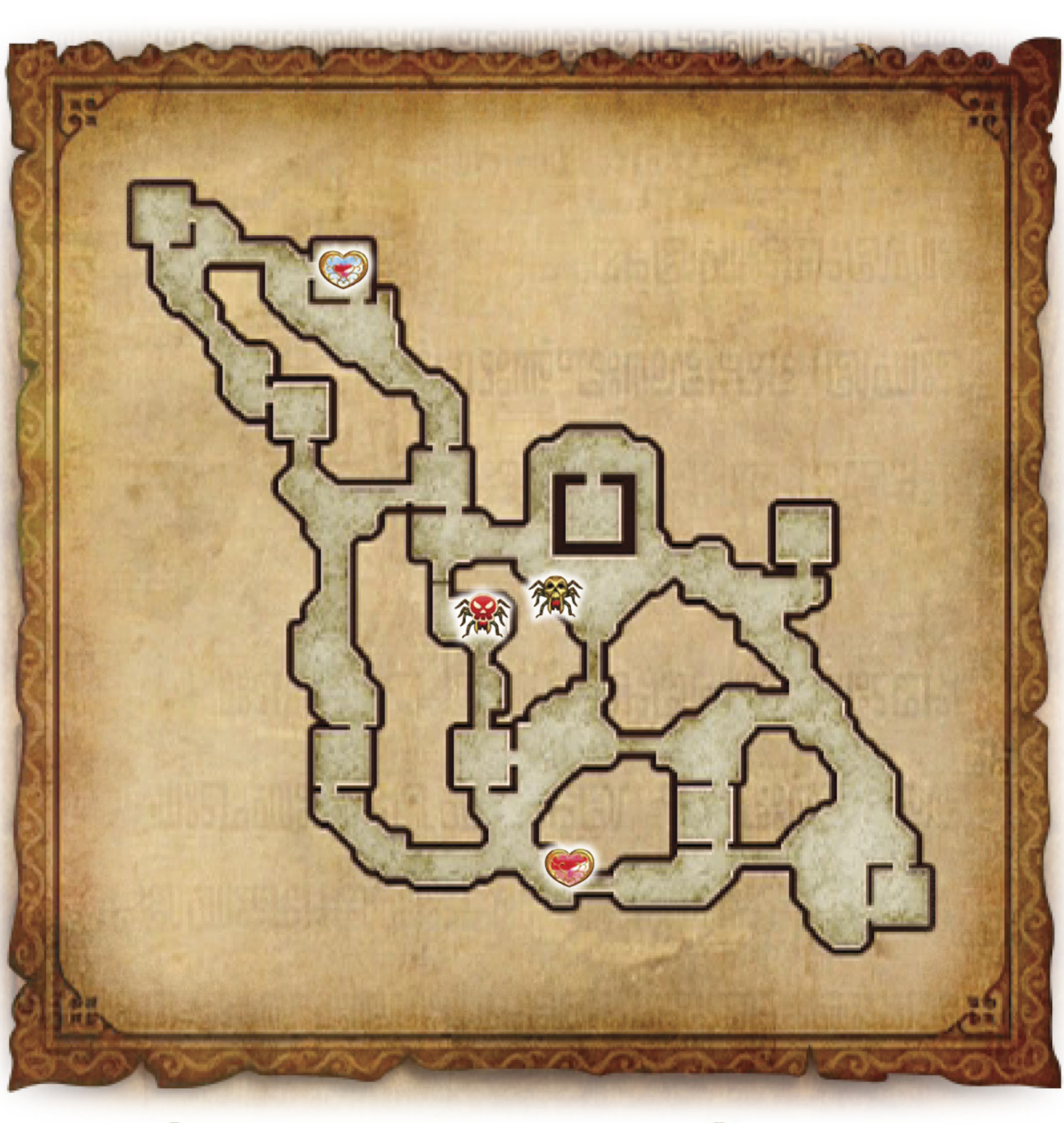

The Water Temple
Weapons Obtained 2 / 4
Typhoon Harp
150
Next

Sheik's Typhoon Harp: If you grabbed the Sealed Weapon from the Temple Face Keep on the Lake Hylia shoreline, it becomes Sheik's Typhoon Harp, the second version of her Harp. Not bad!



Legend Mode

Land in the Sky: Skyloft



- 1000 SKULLTULA
- HARD SKULLTULA
- HEART CONTAINER
- PIECE OF HEART
- SEALED WEAPON
- BOMBS
- BOW
- BOOMERANG
- HOOKSHOT

Playable Characters

Link

Heart Container

Link

Piece of Heart

Link

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Link's Knight's Sword—Defeat Ghirahim before he arrives at the Allied Base and then use the Magic Circle inside the Fairy Fountain.

Unlockables

Fi

Victory Conditions

Defeat Volga.

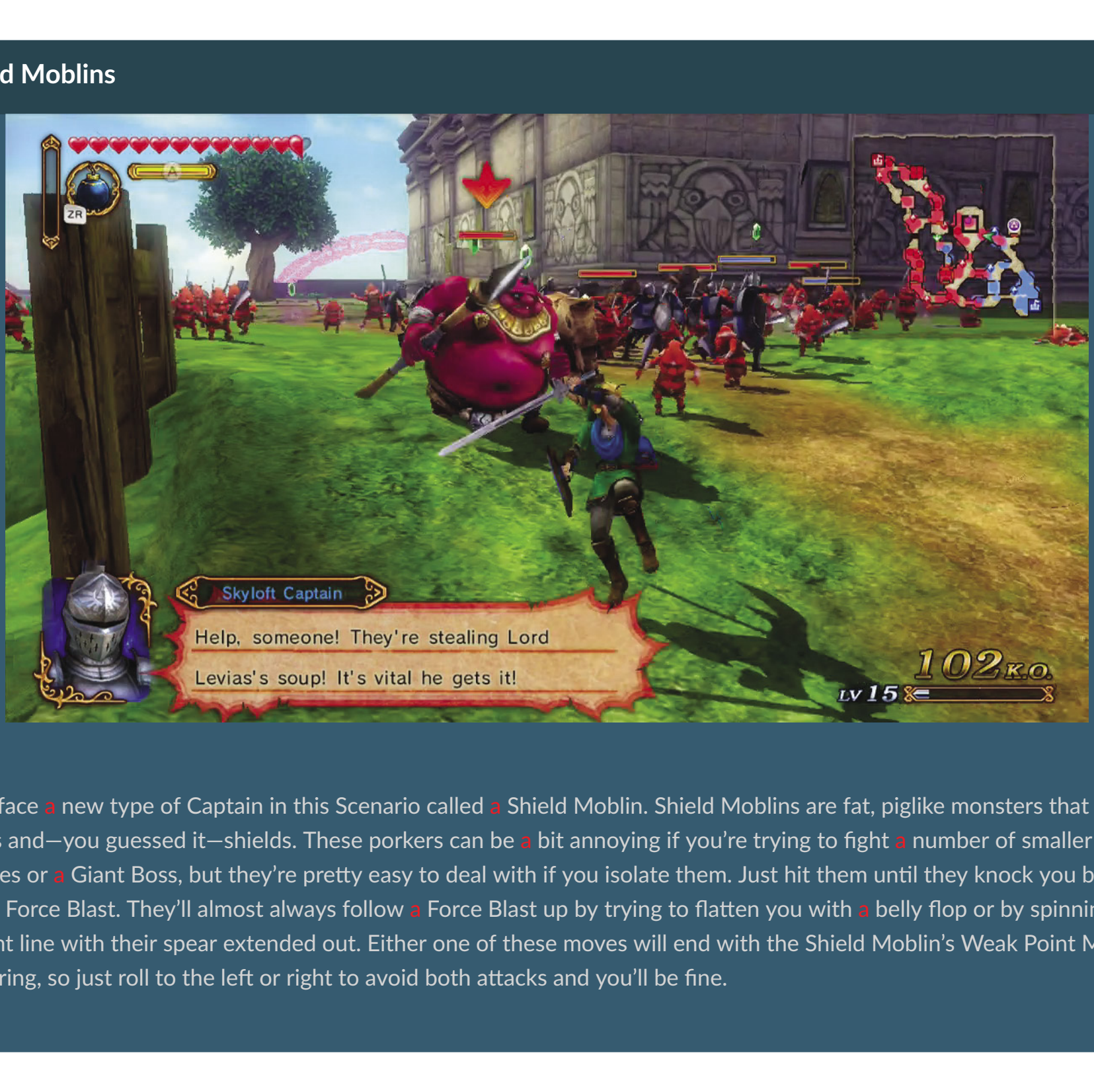
Defeat Conditions

If the Allied Base falls.

The Highest Heights

When Link went through the Gate of Souls, he ended up on the floating village of Skyloft in the midst of a battle with Cia's forces. Things aren't going so well for the natives at the moment—they have no way of reaching the enemy base, because all routes have been blocked—so let's help turn this battle around.

Shield Moblins



Skyloft Captain

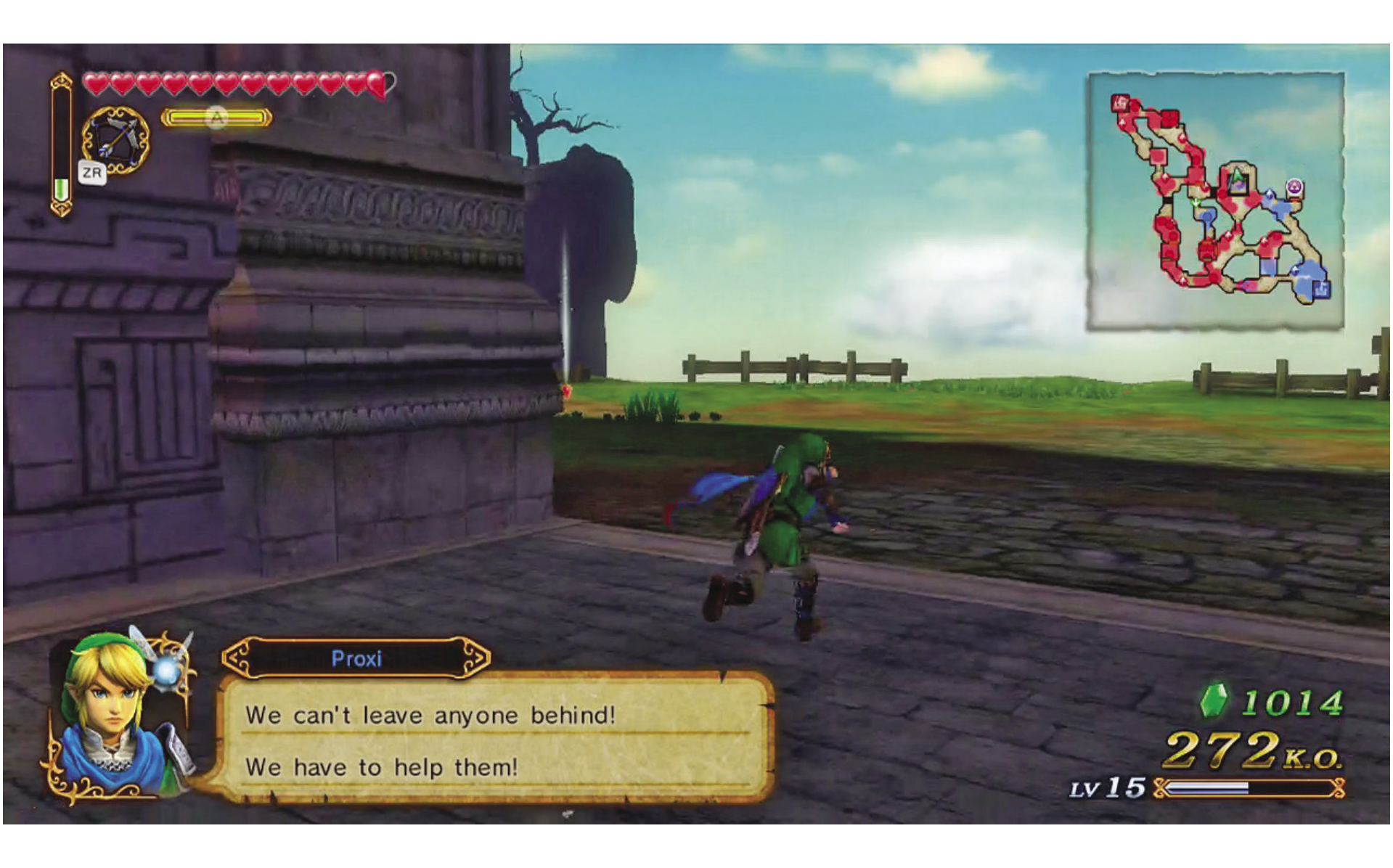
Help, someone! They're stealing Lord Levias's soup! It's vital he gets it!

You'll face a new type of Captain in this Scenario called a Shield Moblin. Shield Moblins are fat, piglike monsters that carry spears and—you guessed it—shields. These porkers can be a bit annoying if you're trying to fight a number of smaller enemies or a Giant Boss, but they're pretty easy to deal with if you isolate them. Just hit them until they knock you back with a Force Blast. They'll almost always follow a Force Blast up by trying to flatten you with a belly flop or by spinning in a straight line with their spear extended out. Either one of these moves will end with the Shield Moblin's Weak Point Mark appearing, so just roll to the left or right to avoid both attacks and you'll be fine.

The Sky Whale Needs Soup!

Right from the start of the Scenario, a guard in the Goddess Statue Keep is in desperate need of assistance. Head over to the Keep now to lend him some help.

As soon as you reach the Goddess Statue you'll meet Fi of *Skyward Sword* fame. Fi has a plan to open a path to the enemy stronghold, but it requires the help of a large whale-like creature named Levias. The problem is Levias is too far away to call directly, so other methods must be used. Luckily, Fi knows the perfect tool for attracting Levias: pumpkin soup. Even more lucky is the fact that there happens to be large quantity of pumpkin soup inside the Goddess Statue Keep.

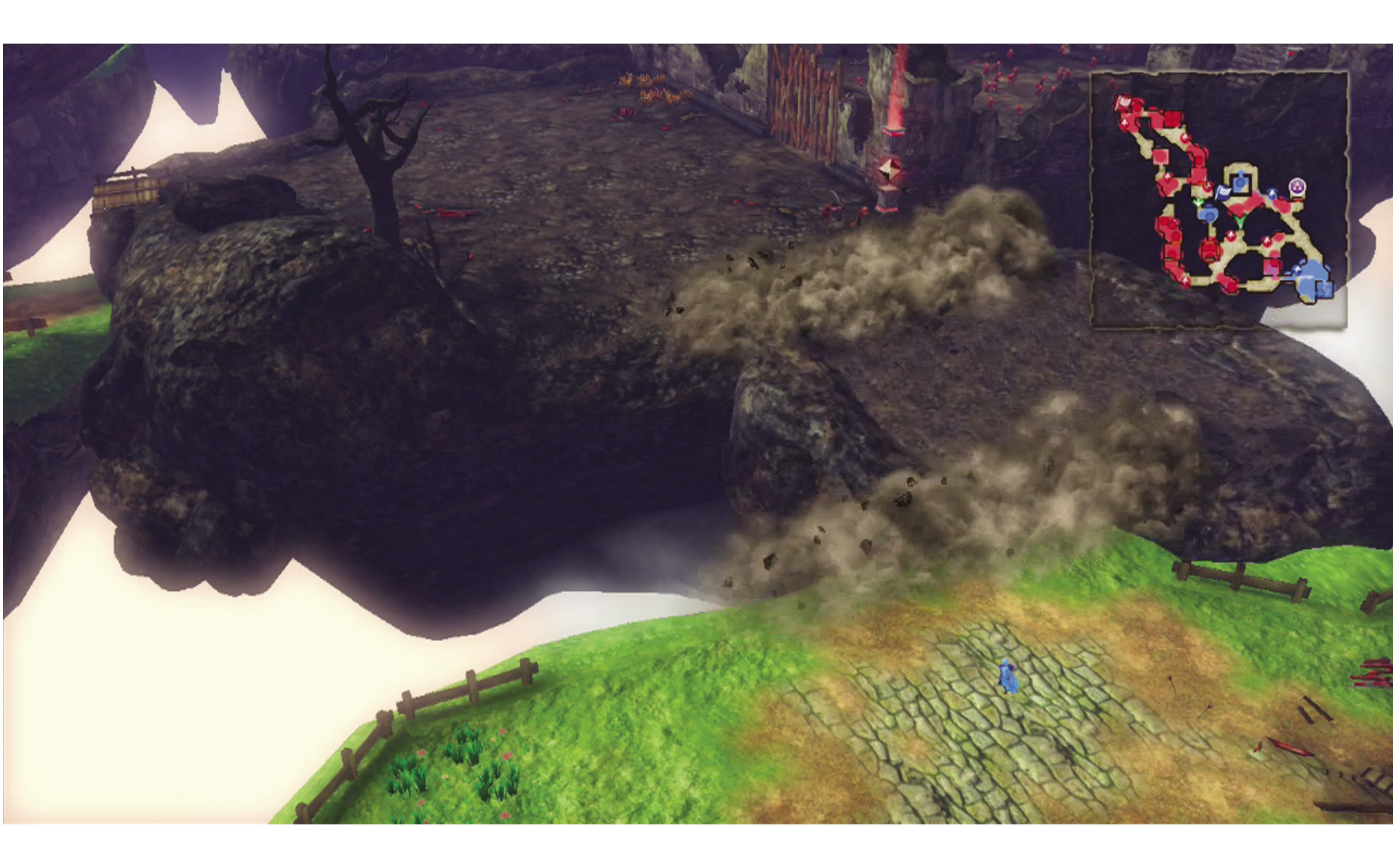


Proxi

We can't leave anyone behind!

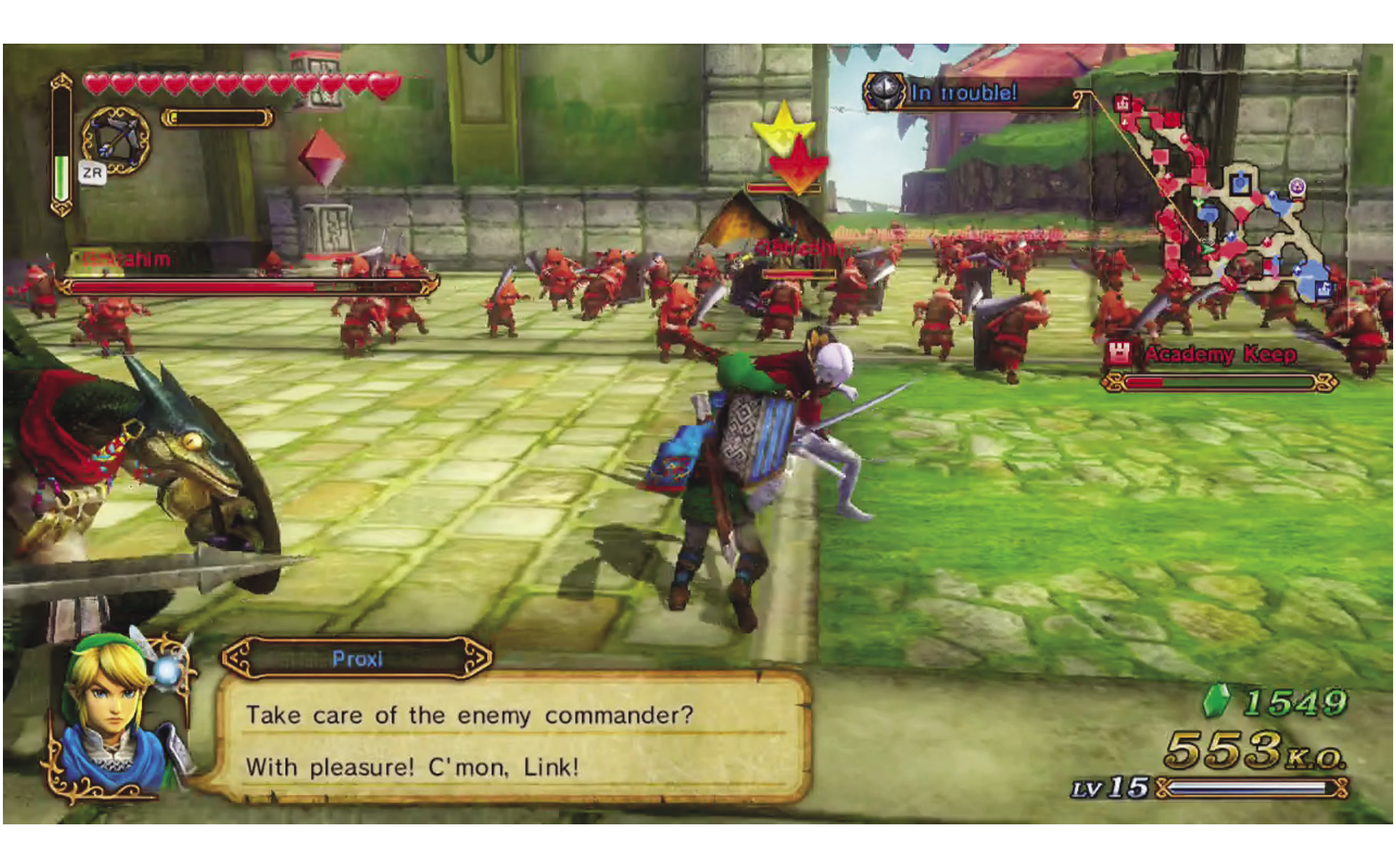
We have to help them!

Fi is gonna need an escort to get the soup to a place where Levias can smell it, and that escort's gonna have to be you. Head out of the Keep and take a left. Defeat all of the Captains on the statue's west side to clear a path for Fi. Once she reaches the southwestern side of the Goddess Statue, she'll use the soup to call Levias.



When Levias appears, he pushes a floating chunk of land in between the island you're on and the island in the northwest corner of the map. Unfortunately, this doesn't do much at the moment, as the gates leading into the Central Square Keep are closed. It looks like we'll have to find another way around.

Ghirahim's Assault

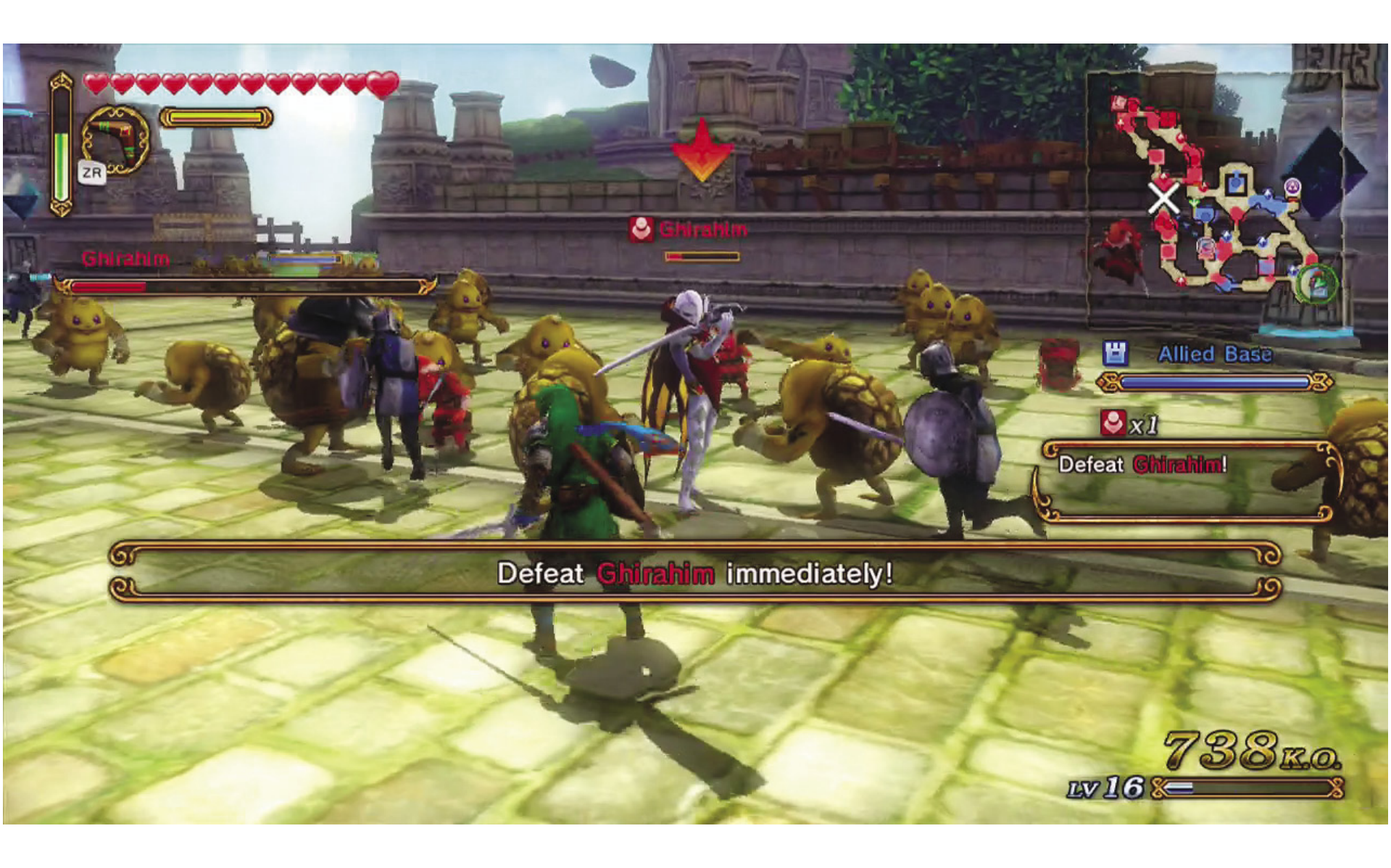


Proxi

Take care of the enemy commander?

With pleasure! C'mon, Link!

Before you can find another entrance, the Demon Lord Ghirahim, another native no-goodnik who joined forces with Cia, decides to strike back at the allied forces for calling on the aid of Levias by racing directly to the Allied Base. He starts in the Academy Keep, so if you race south of the Goddess Statue you can catch him on his way to the Base.



Defeat Ghirahim immediately!

Defeat Ghirahim by blocking and then counterattacking, same as you would with any other Warrior. His health isn't particularly high, but he can hit pretty hard, so watch your attacks to make sure you don't get wrapped up in one of his combos.

Hard Gold Skulltula Opportunity

If you're hoping to grab the Hard Gold Skulltula for this Scenario, you're going to need to chase Ghirahim down immediately. You need to prevent him from entering the Allied Base, which means defeating him before he can reach it. After he's been defeated, continue completing missions until you activate the Magic Circle in the Fairy Fountain to make the Gold Skulltula appear in the pumpkin patch directly south of the Central Square Keep.

Heart Container Opportunity

On the western side of the southernmost bridge is a boulder that is concealing Link's Heart Container of Skyloft. Blow up the boulder and open the chest to claim your prize.

Levias Needs Soup Badly!

West Town Keep
3712
951 K.O.
LV 16

You need to finish Ghirahim quickly because Fi will grab another pot of soup to call Levias once again, and she needs an escort through the West Town Keep. If you leave her to travel alone, she'll get stuck in the both the West Town and Academy Keeps while trying to fight off all the Captains inside. Capture both Keeps and clear out all of the Captains to get Fi moving again.

Gold Skulltula Opportunity

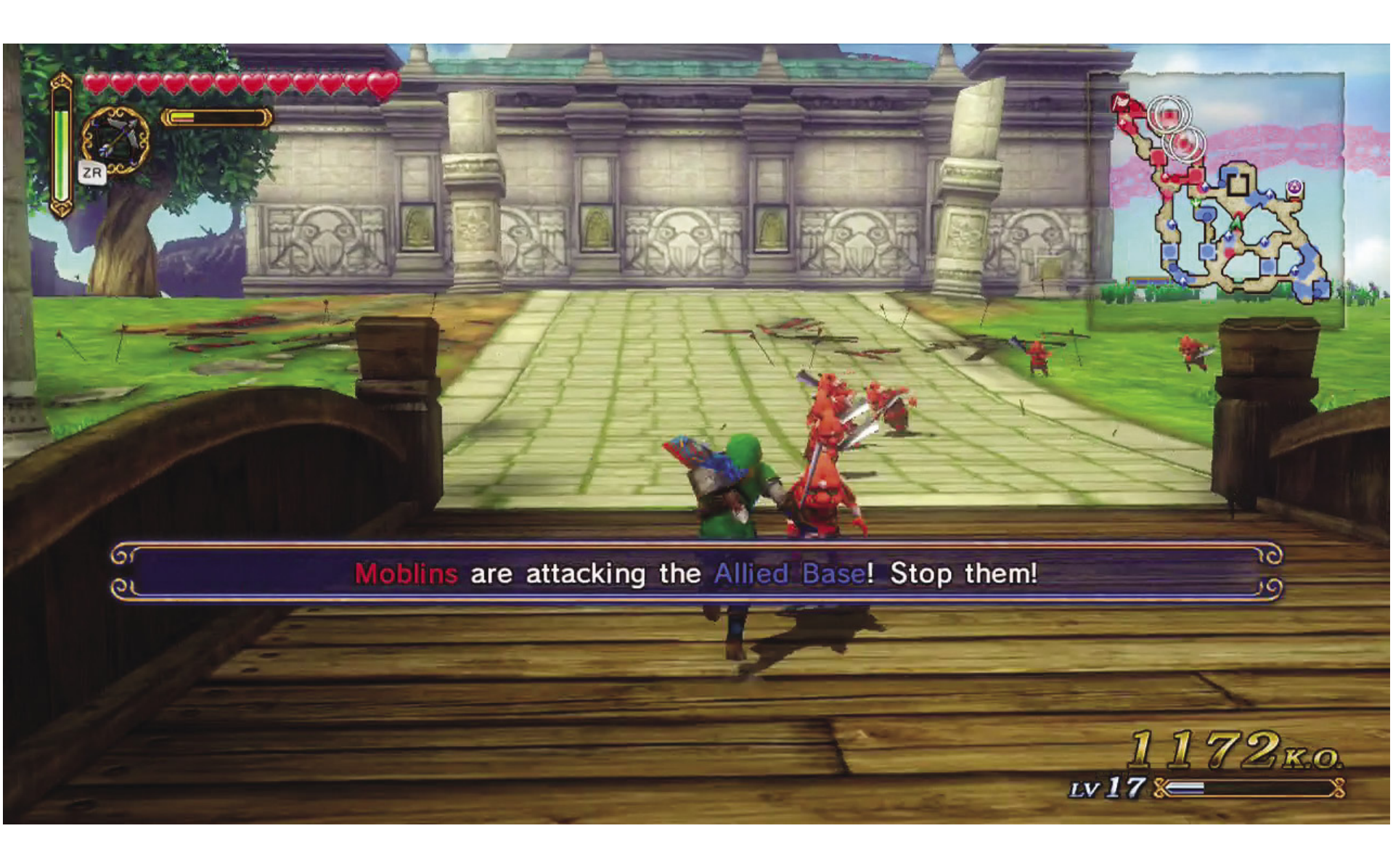
If you've reached 1,000 KOs by this point, head to the outer southeast corner of the Goddess Statue Keep and blow up the boulder nearby to find the disturbingly fabulous Gold Skulltula.

Fi's hope is to create another land bridge between the main island and the northwest island in an another attempt to gain access to the enemy base. Fortunately, as soon as Levias shuttles in another land mass, Fi's hope becomes a reality. Cross the newly created bridge to the enemy's island and challenge them directly.

Check the Allied Base

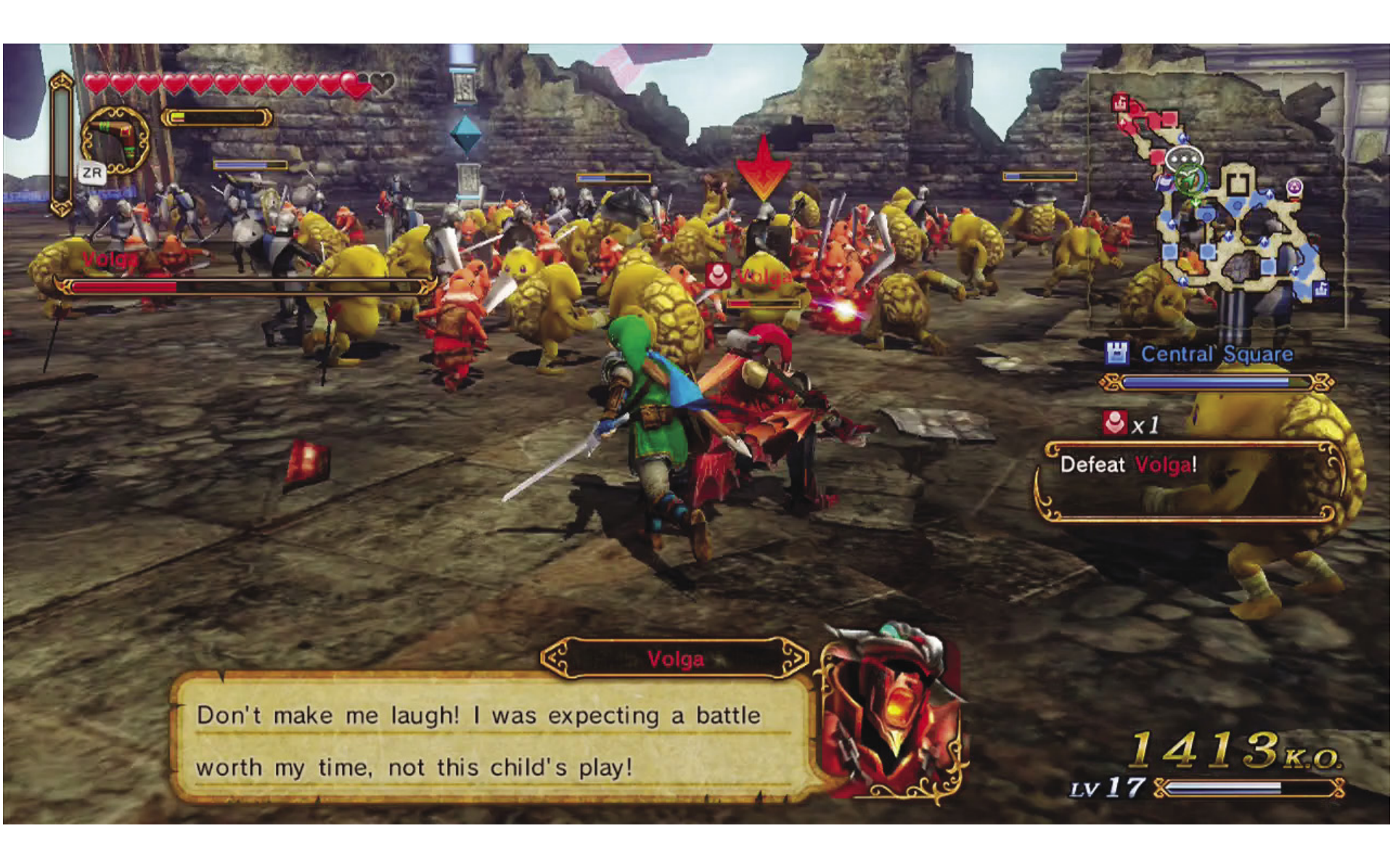
Make sure to keep a watchful eye on the Allied Base. If any of Ghirahim's posse made it past you while you were facing off with him, they'll likely be in the Allied Base before you can force Ghirahim off the field. Don't advance the mission until you're sure the Base is safe or you might run into trouble later in the battle.

Volga's Fury



Moblins are attacking the Allied Base! Stop them!

Almost immediately after you step foot on the enemy island, Volga launches and all-out attack by sending a slew of Captains from the northwestern corner of the island. You can intercept all of Volga's Captains by heading to the Central Square Keep and waiting for them to pass through. Volga will head through the Central Square Keep at some point as well, so be on guard; this is going to be a challenging fight.

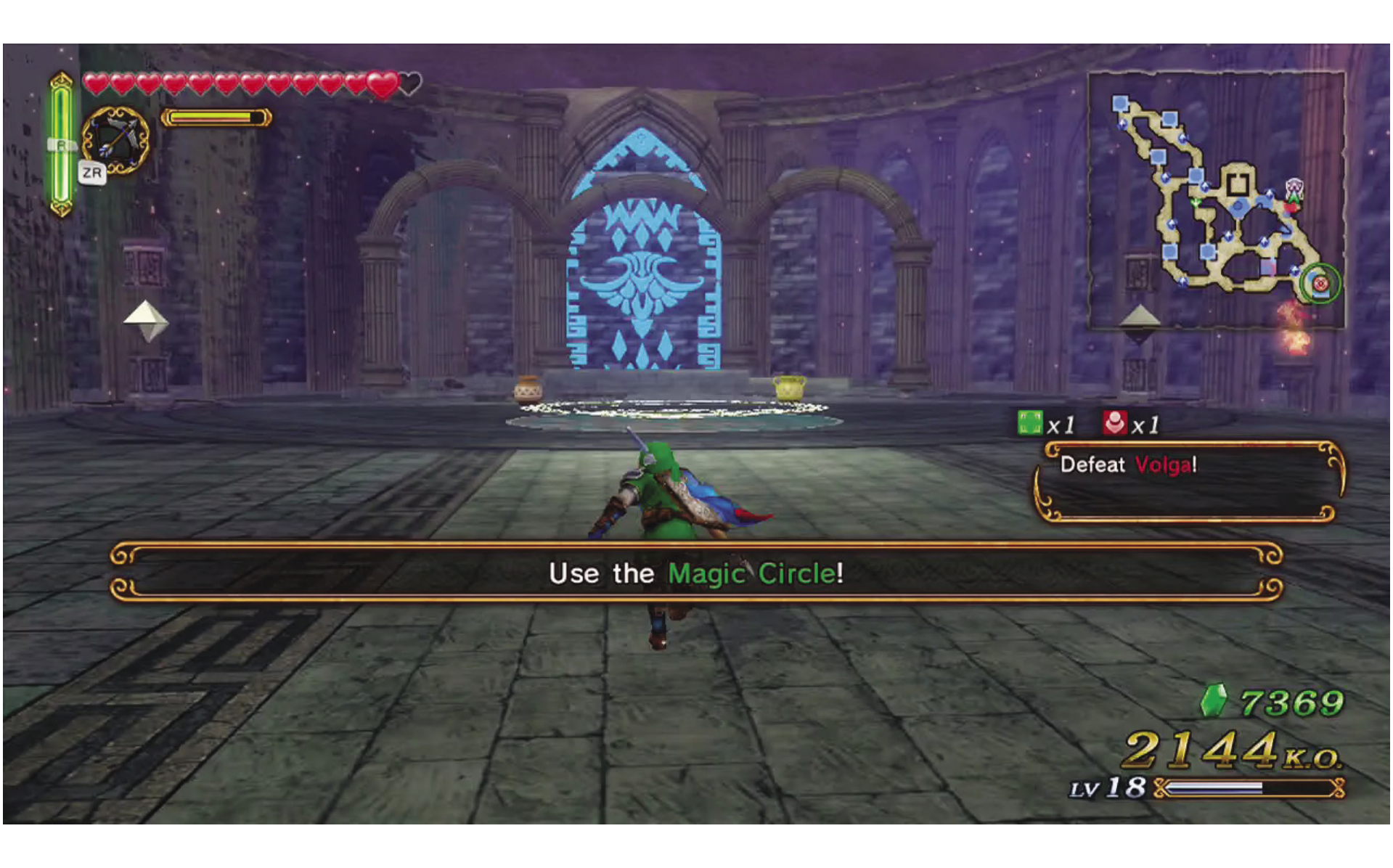


Volga

Don't make me laugh! I was expecting a battle worth my time, not this child's play!

After you take Volga's health down to about 25 percent, he'll get a massive power boost, meaning his attacks will do immense damage to anyone he hits. Facing off with him while he's in this state is very dangerous, so retreat from the fight for the time being. If you managed to capture the Central Square Keep while fighting off the enemy Captains, Volga will be distracted for quite some time while you and Fi come up with a better strategy.

Smothering Volga's Flame



Use the Magic Circle!

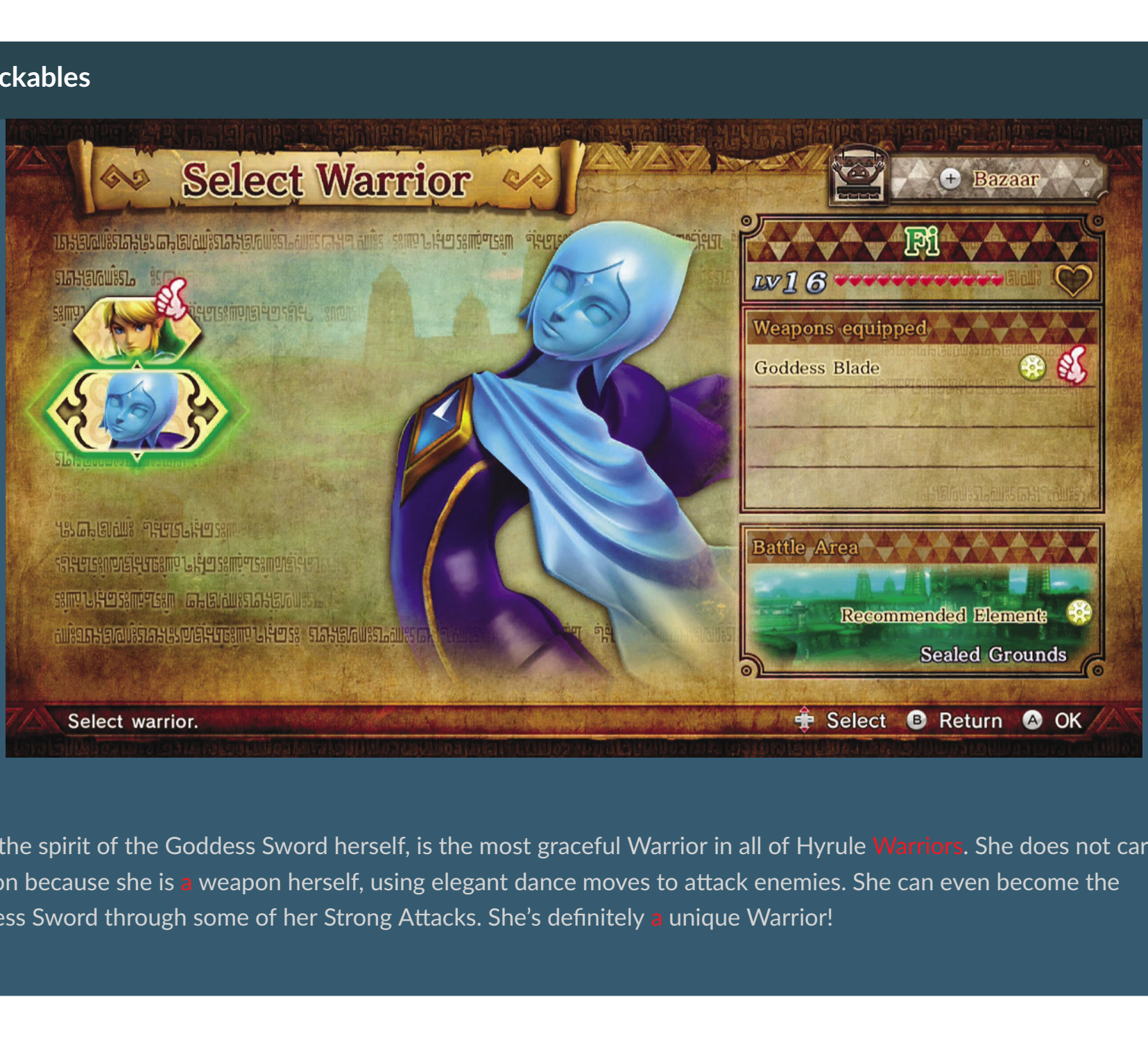
Fighting Volga may be impractical at the moment, but Fi's got a plan to take him down a few notches: praying to the Great Fairy! (Why don't they start battles with that strategy? It works every time!) Head to the Great Fairy's Fountain in the easternmost point of the map and activate the Magic Circle in the center of the Fountain.

Piece of Heart Opportunity

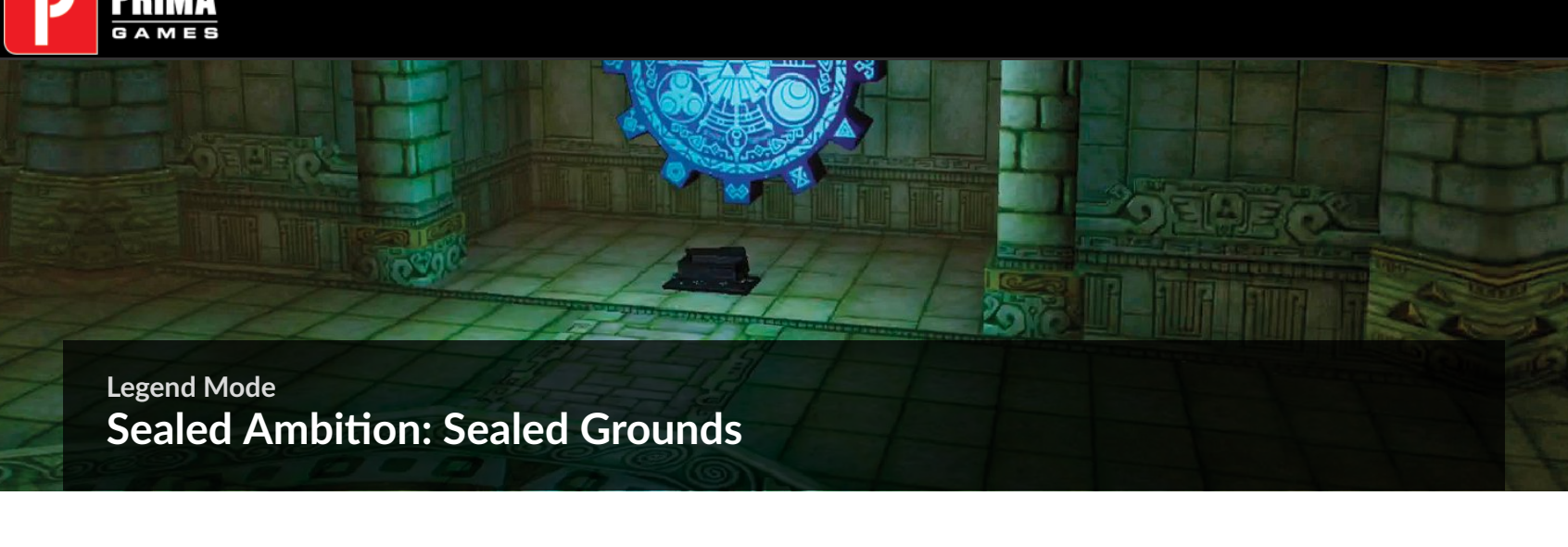
Before you head to the Fairy Fountain, this is your best opportunity to get Link's Piece of Heart. Head north and capture the N. Rockface Keep to reveal a treasure chest containing the Piece of Heart.

The Great Fairy does what she does best: turning the battle in the allied forces' favor. Volga gets a much-needed downgrade, meaning it's now time to have another throwdown with the Dragon Knight to finish this battle and save Skyloft. Defeat Volga with the same strategy you've used every fight before this (attacking until he does his spear plunge, then performing a Weak Point Smash) and Volga will be forced out of Skyloft for good.

Unlockables

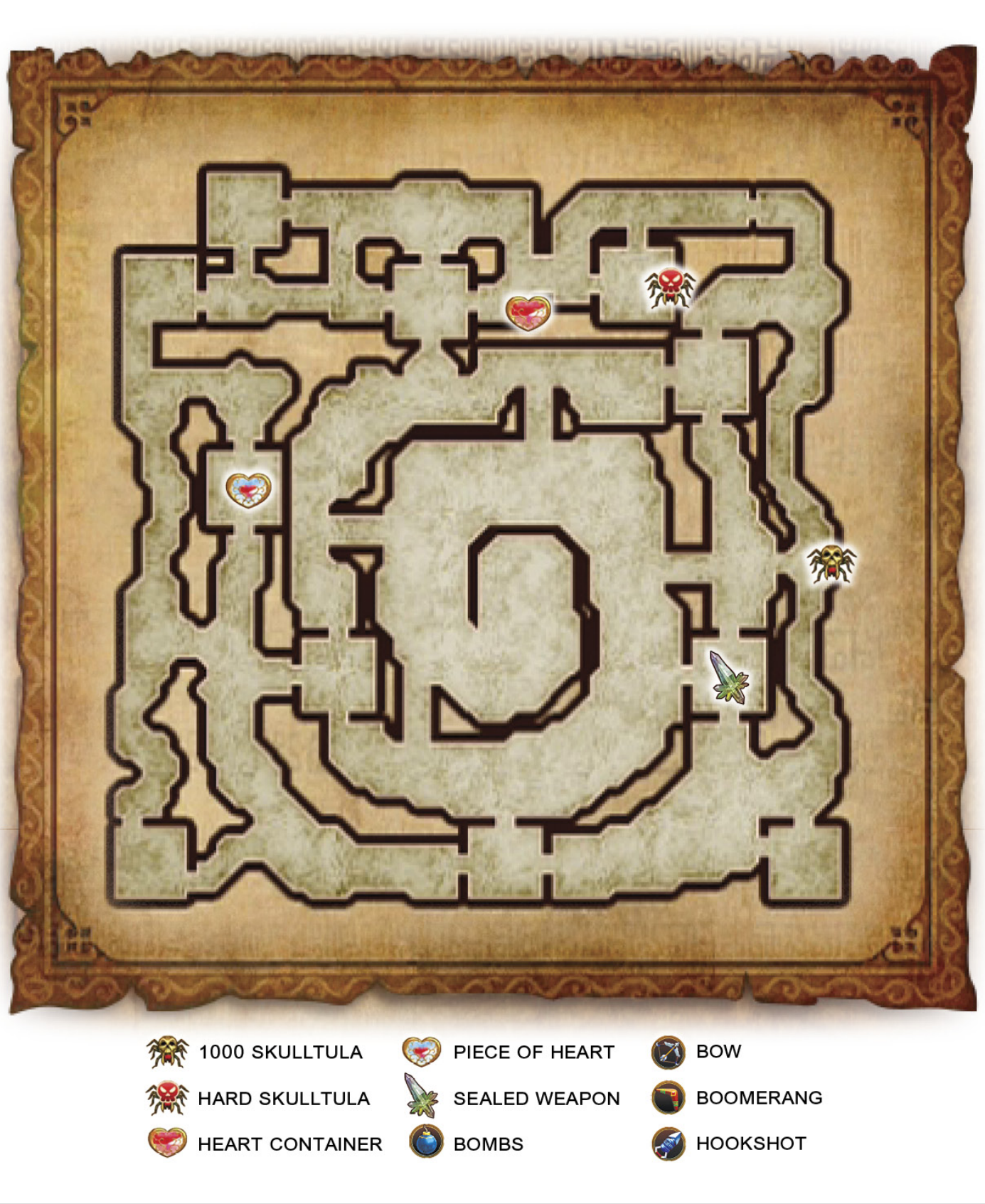


Fi: Fi, the spirit of the Goddess Sword herself, is the most graceful Warrior in all of Hyrule Warriors. She does not carry a weapon because she is a weapon herself, using elegant dance moves to attack enemies. She can even become the Goddess Sword through some of her Strong Attacks. She's definitely a unique Warrior!



Legend Mode

Sealed Ambition: Sealed Grounds



Playable Characters

Link Fi

Heart Container

Fi

Piece of Heart

Link

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Link's Fire Rod—You have 15 minutes. Stop The Imprisoned from destroying any Keeps, and open the Enemy Base.

Unlockables

Link's White Sword

Victory Conditions

Defeat Ghirahim.

Defeat Conditions

If the Allied Base falls.

Prevent the Rise of Demise

Ghirahim takes the battle from Skyloft to the Sealed Grounds, a location known for being the prison of the source of all monsters himself, Demise. Ghirahim is attempting to bring back Demise to aid Cia in her conquest of all of Hyrule's past, present and future, so failure is not an option.

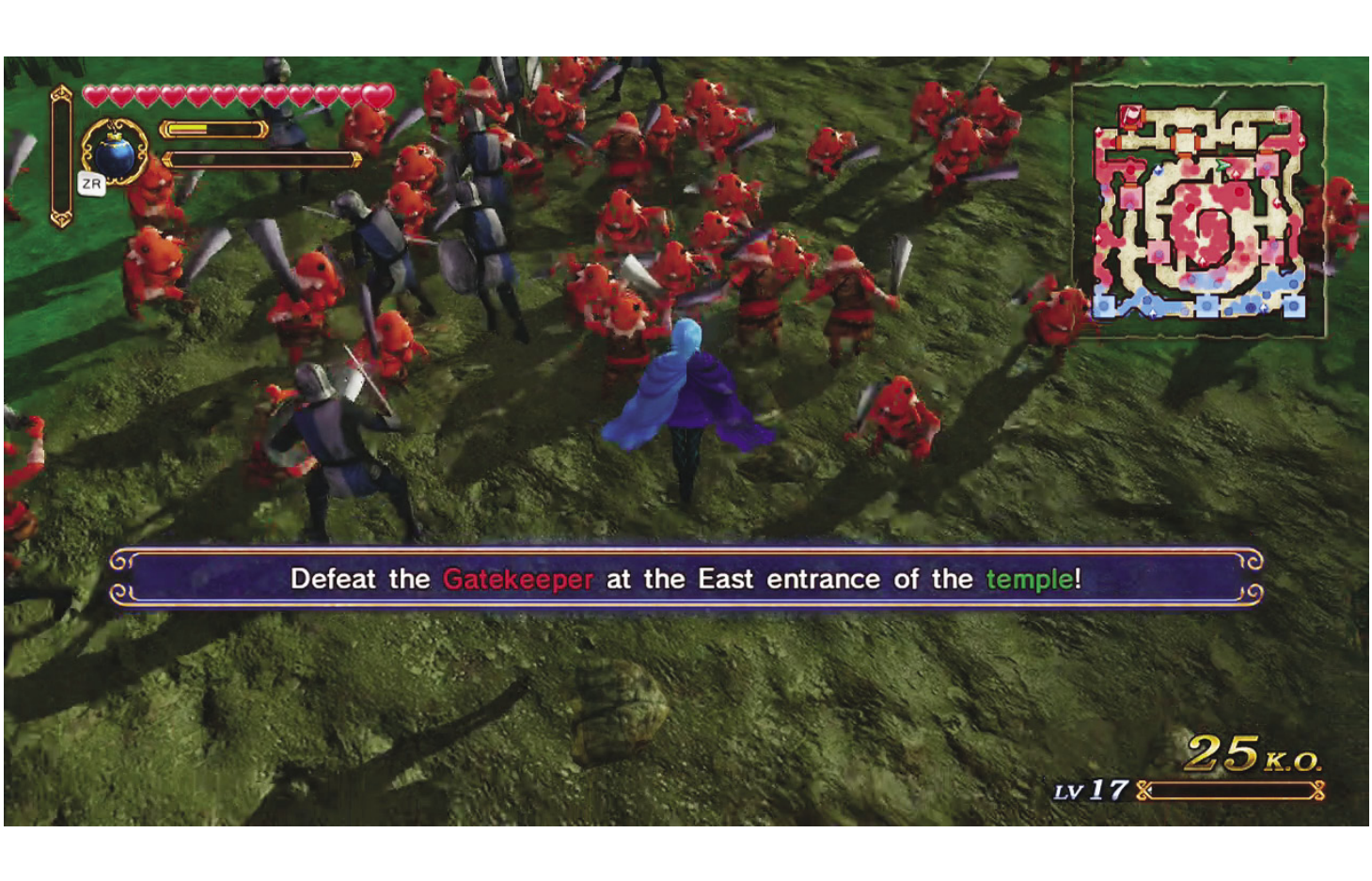
You have the choice of playing Fi in this fight, but if you choose her, there are a few tricks you need to know to use her properly. Fi has a meter directly under her Health Bar that shows how much Light Element she has stored up. To fill Fi's meter with Light Element, press X (Y in Zelda Style) to make Fi transform into the Goddess Sword and point into the sky. This makes all of Fi's attacks stronger until the meter depletes. You reveal the meter at anytime by pressing X (Y in Zelda Style) again.

Another thing you need to keep in mind while using Fi is that her Regular Attacks don't stagger enemies like most other Warriors' do. This means that you have to be extra aware of what your enemies are doing if you want to avoid taking damage in the middle of a combo. You can dash out of almost any attack you perform, so if it looks like an enemy is about to take a swing at you, dash away immediately. Opt for a stick-and-move approach, sliding in, attacking a few times and then dashing away; don't stay in one place for too long and you'll be fine.

Hard Gold Skulltula Opportunity

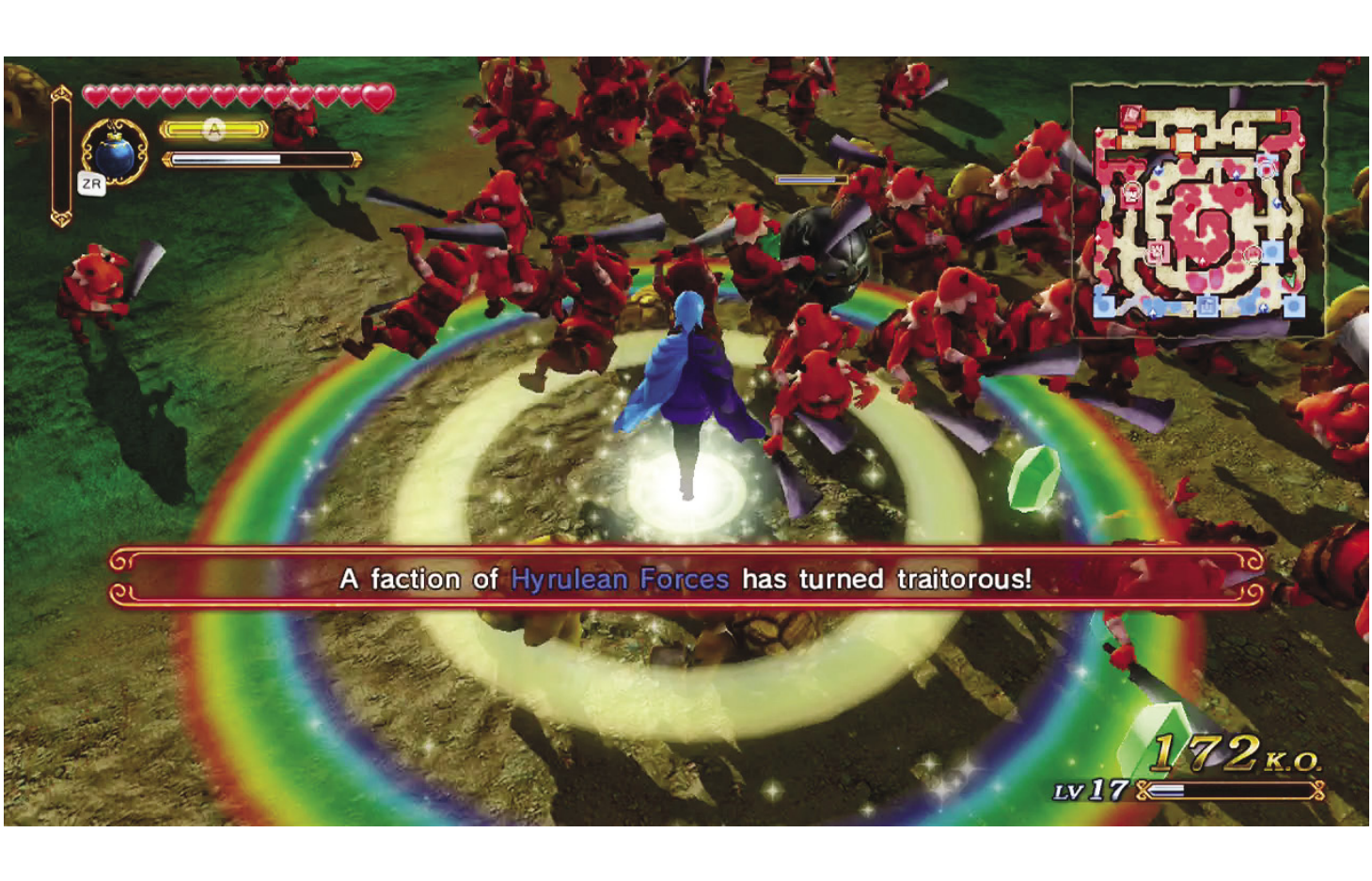
You have 15 minutes to defeat The Imprisoned while preventing it from destroying any Keeps, then you must open the gates to the Enemy Base Keep to the north. This isn't hard to do if you focus specifically on getting the Skulltula. Complete the objectives immediately after they pop up and you'll have a good chance of getting this Skulltula.

Defeat the Gatekeeper

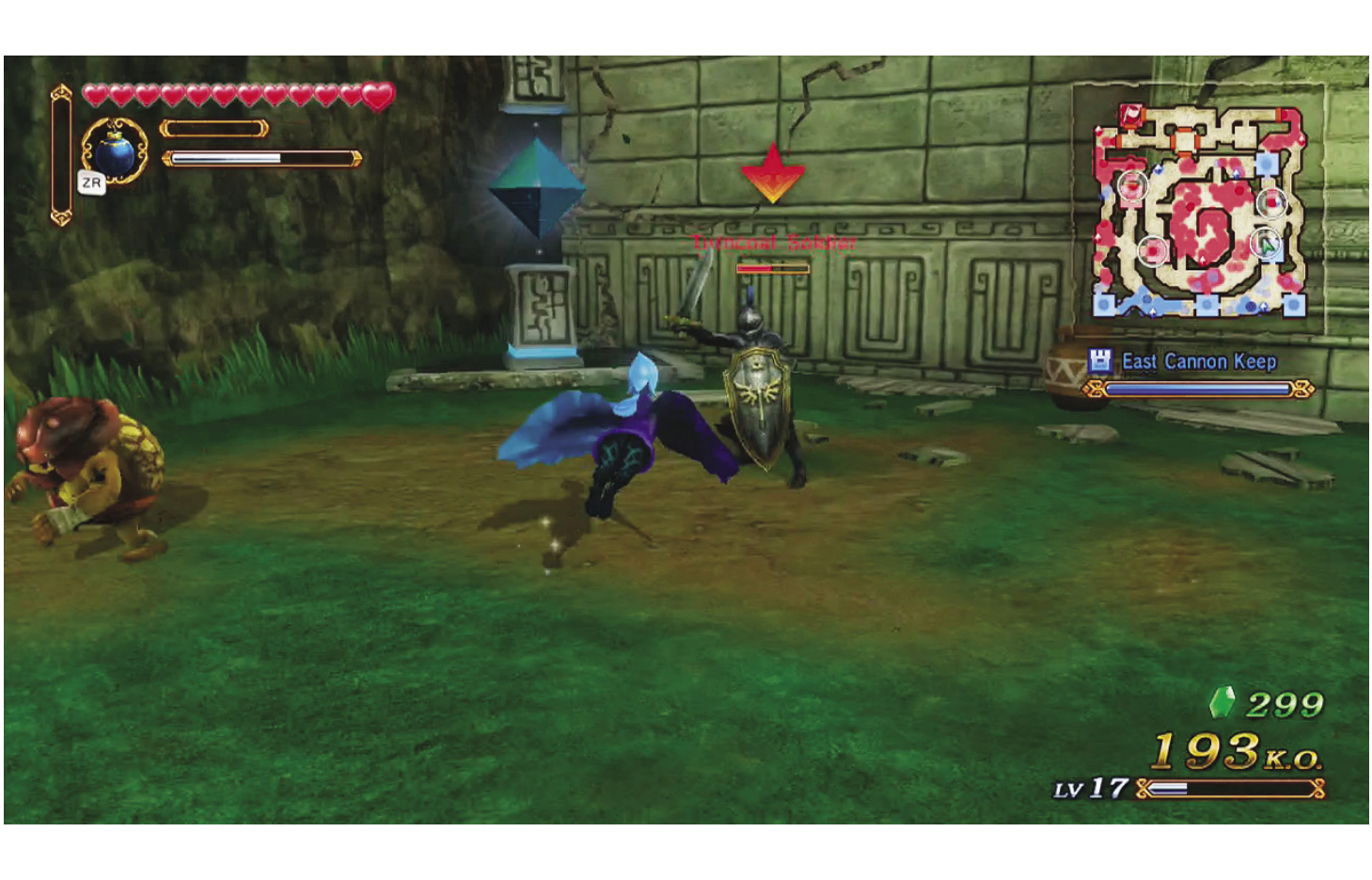


Reaching Ghirahim as quickly as possible is the order of the day, but the Demon Lord is as clever as he is vain. He's locked himself up in his temple nice and tight, so reaching him isn't going to be an easy task. Luckily your allies have discovered a Gatekeeper who can open the eastern gates to Ghirahim's stronghold – there is also a Gatekeeper on the western side of the temple, but we're going to ignore that one during this battle. Race to the East Keep and capture it to gain access to the Gatekeeper in the northeastern corner of the map.

Betrayers in the Ranks!



By the time you reach the Gatekeeper, Ghirahim plays his gambit. One of the Hylian Captains is actually under the Demon Lord's employ and it's causing a faction of allied troops to attack their own. You must root out this traitorous turncoat before he can cause any serious damage.

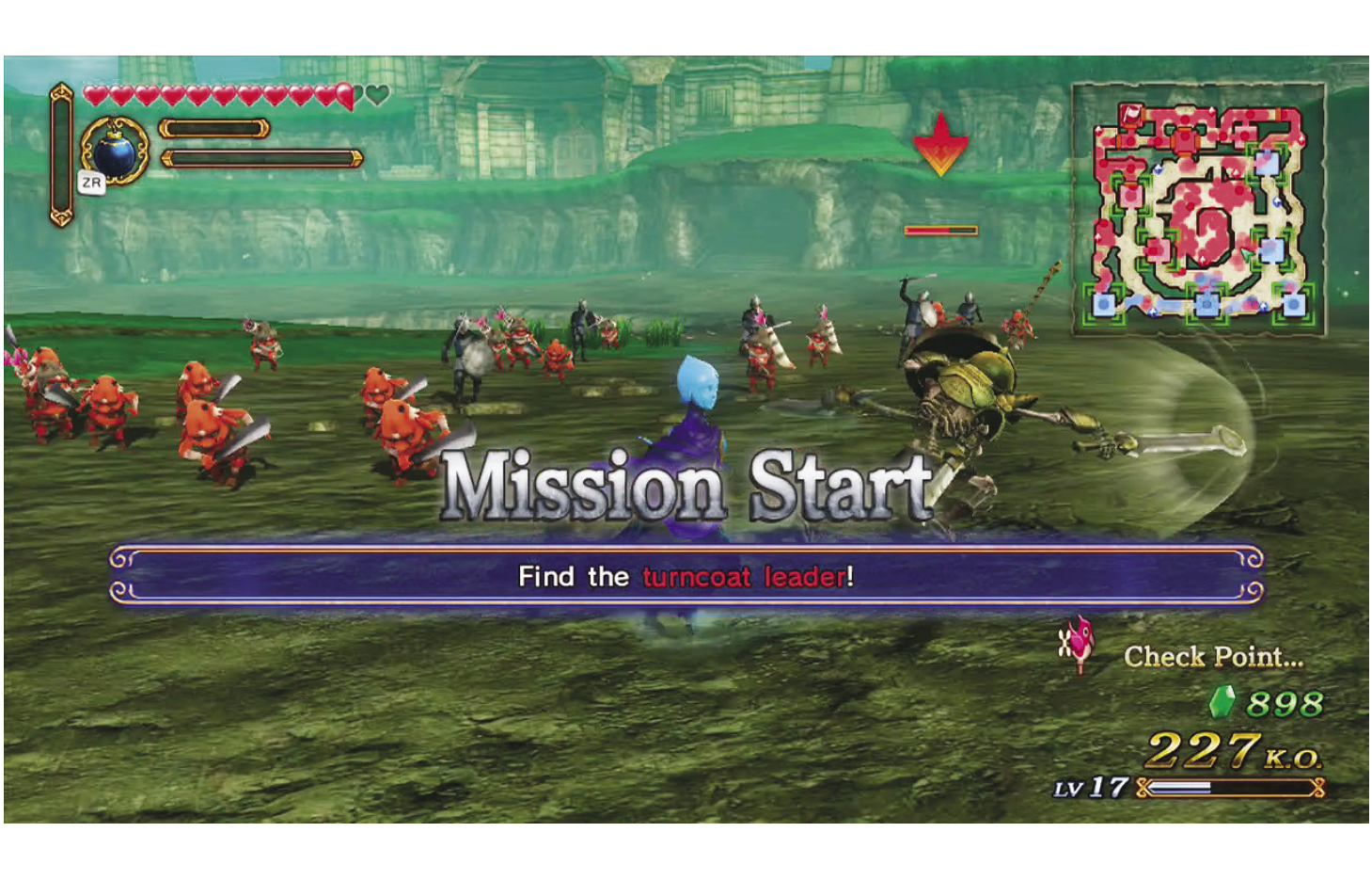


Unfortunately, there are no leads on the turncoat's current whereabouts, so deal with the Turncoat Soldiers marked on the minimap while your allies try to figure out exactly what's going on around here. As soon as you defeat two Turncoat Captains, several more Hylian Captains will switch sides and begin attacking their own, forcing a portion of your allies off the field.

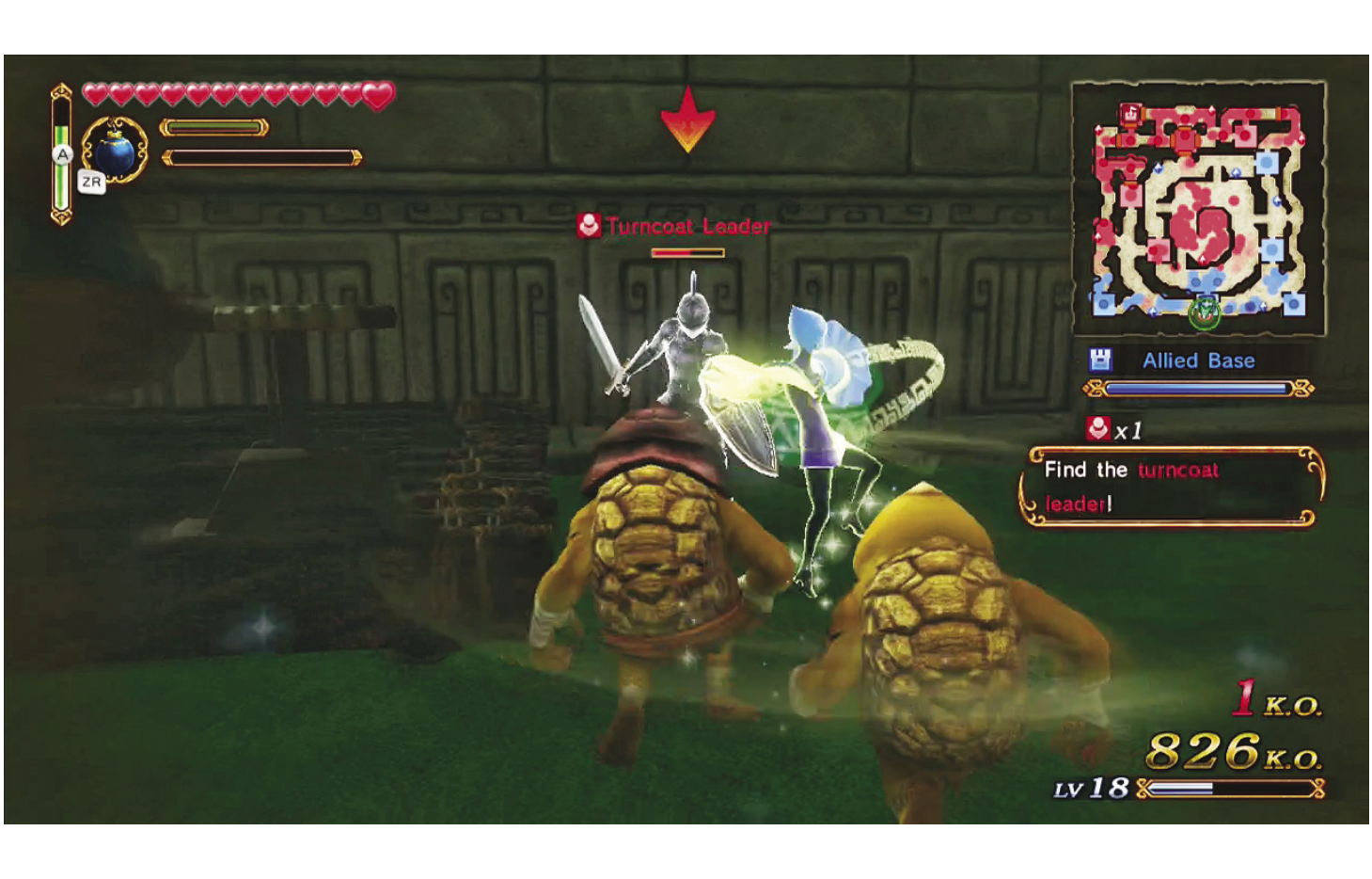
Don't Rush!

This is one of the only spots to get Materials from Hylian Soldiers in Legend Mode, so make sure to take some time to knock out a few Turncoats to gather up as many Materials as you can.

This is getting out of hand! Now Ghirahim's called in more reinforcements to back him up in his stronghold. He's going all in on this battle. That means we must have him backed into a corner! If we can just deal with this onslaught of enemies, we'll be able to take him out for good!



After defeating a few more Turncoat Soldiers, your allies will provide you with the information we sorely need: The location of the Hylian Captain working for Ghirahim—sort of. They can narrow down his location to one of seven Keeps on the map. To pull him out of the shadows, you simply need to step foot in the Keep where he is hiding.



It's best to start with the three southern Keeps first; the Turncoat Leader has a habit of hiding out in one of those three Keeps more than all the others. Run through each Keep until he reveals himself, then give him the thumping he so deserves.

Gold Skulltula Opportunity

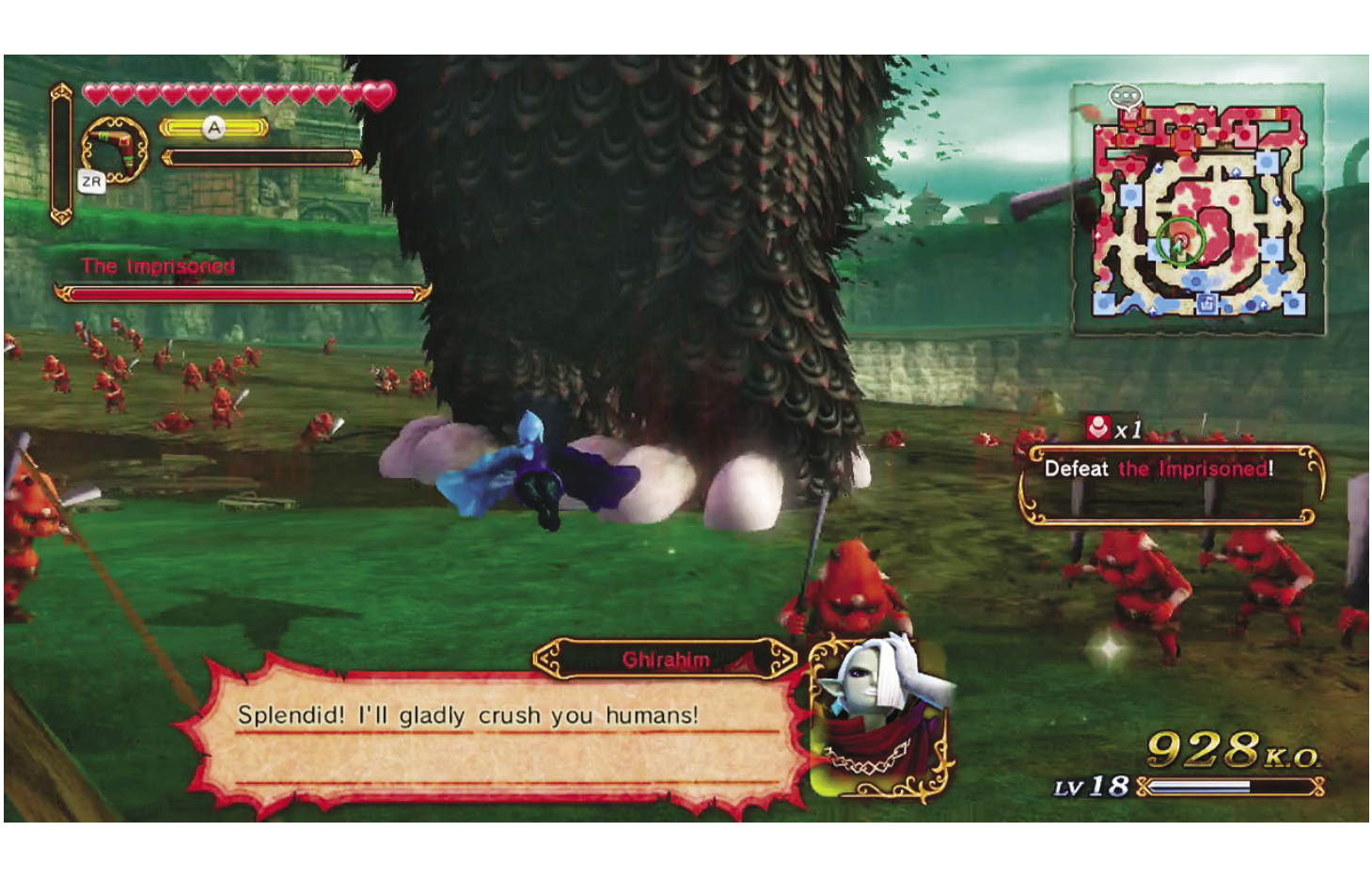
If you've reached the 1,000 KO mark at this point, the Gold Skulltula will enter the battlefield on the map's east side, between the East Cannon Keep and the East Keep. The Skulltula is behind a Wall of Vines, so you'll have to use your Boomerang to reach it.

Ghirahim's Ace

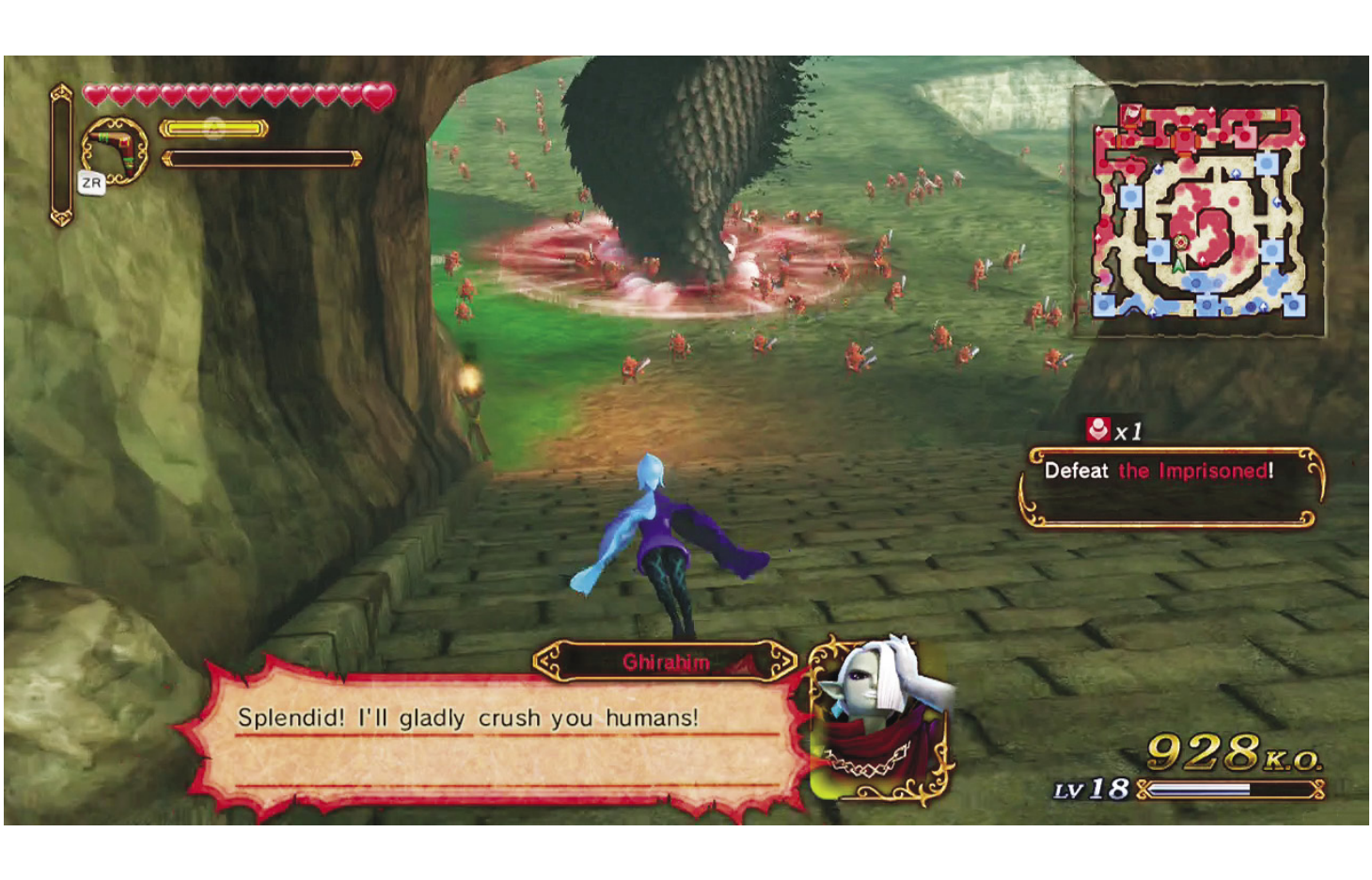
The Demon Lord's plan to turn your allies against you wasn't his only plan, nor was it his most deadly. He used the Turncoats to keep you and your allies distracted while he performed the summoning ritual to bring Demise in his imprisoned form to the battlefield. This is going to be a tough fight, so get ready and read on!

Boss Fight: The Imprisoned

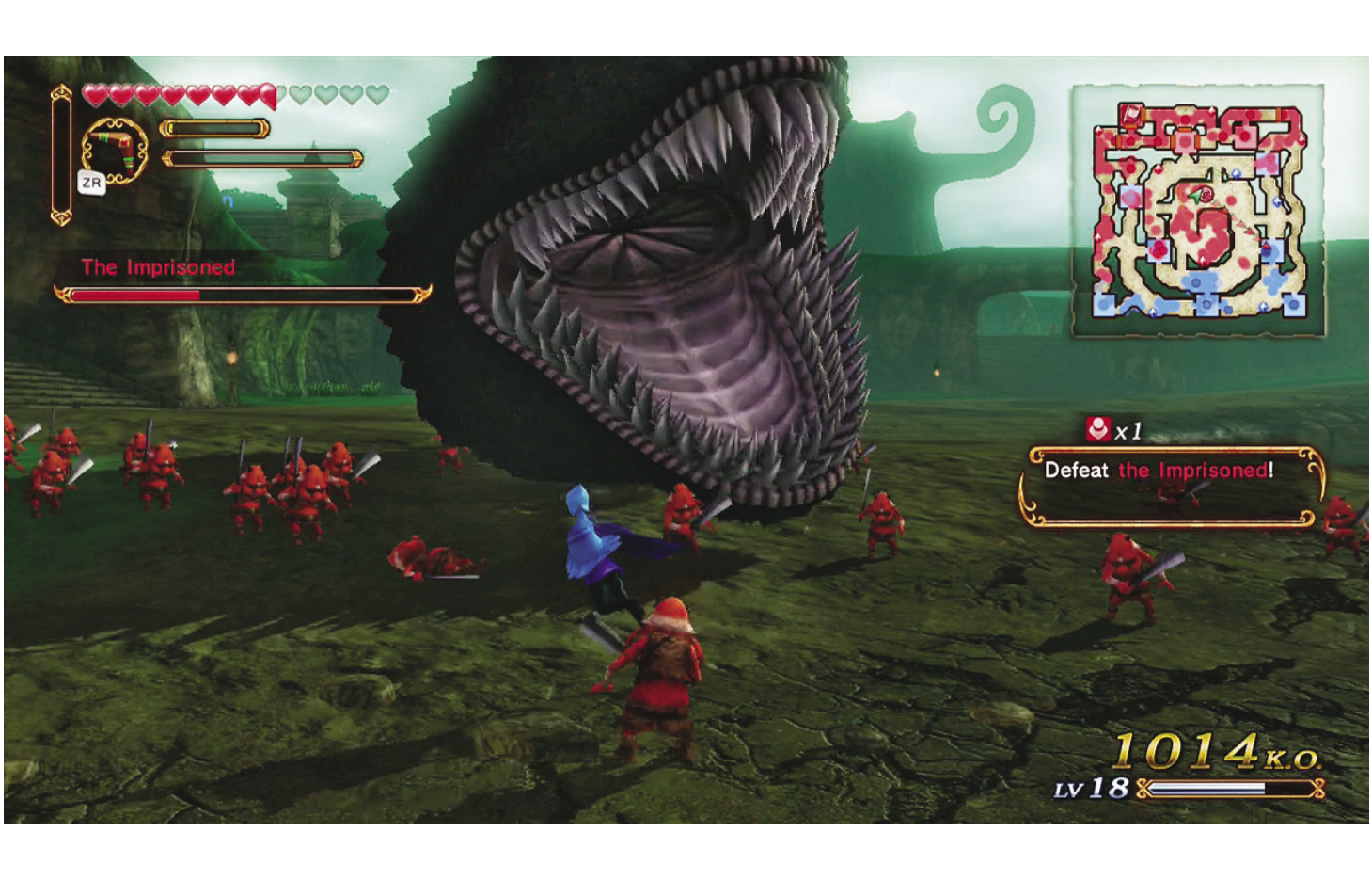
The Imprisoned is one of the deadliest Giant Bosses in the game despite its limited move set. The monumental beast starts in the center of the map and slowly makes its way up to the West Cannon Keep. It can destroy Keeps instantly if it is allowed to charge a devastating energy attack, so waste no time in reaching the Giant Boss immediately.



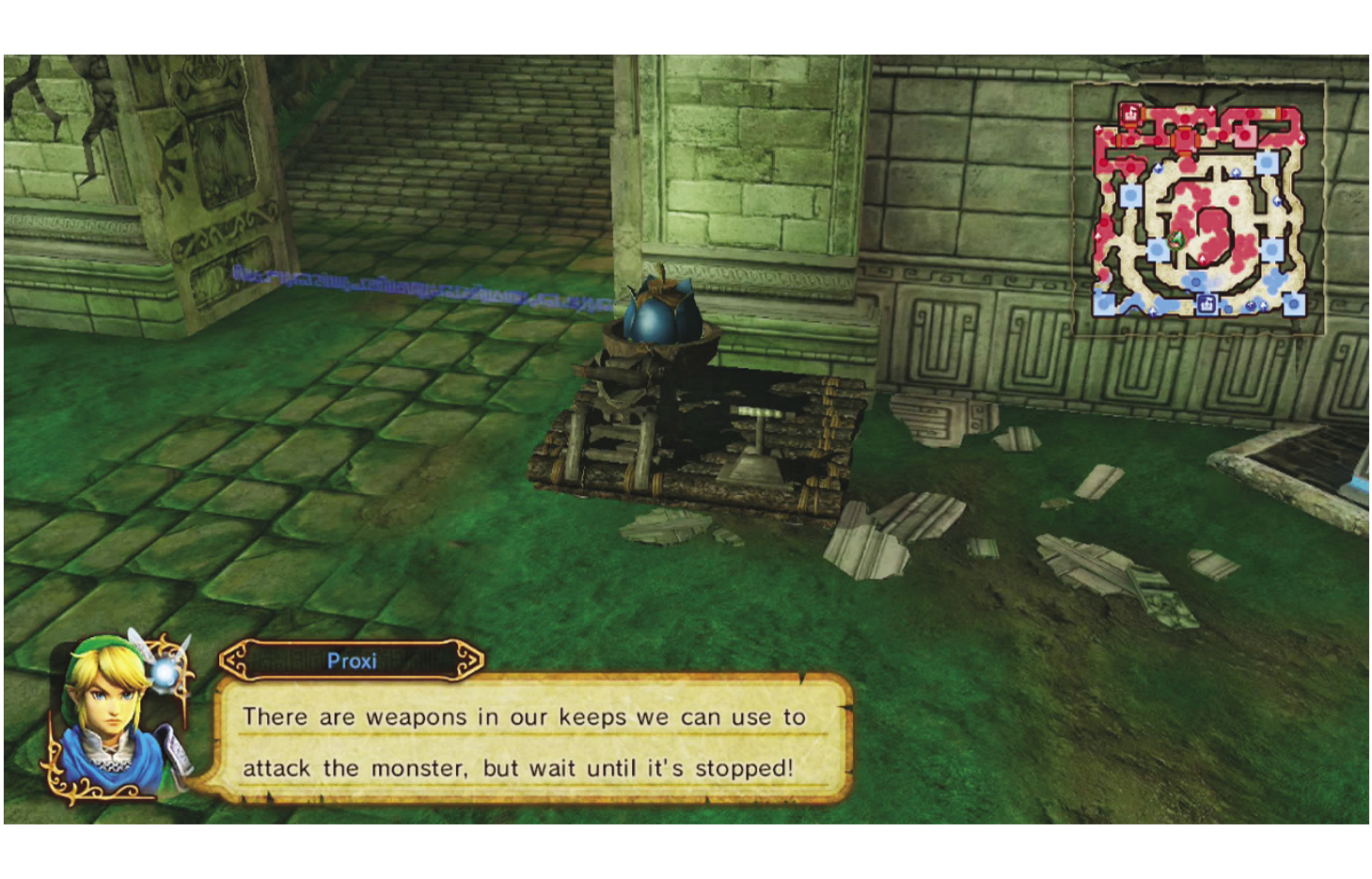
The way to bring The Imprisoned down is by, well, bringing The Imprisoned down, literally. You need to attack the jiggling toes on both of its feet until they pop. Once its out of toes, it'll fall over and his Weak Point Mark will appear. Sounds easy enough, right? But the challenge truly comes from destroying the toes without getting smashed by his feet.



Each time the feet hit the ground they create a shock wave that deals damage if you're caught in it. You must alternate between attacking the left foot and right foot, depending on which one The Imprisoned is about to step with—only strike the foot that is firmly planted on the ground and try to stay on its outside to avoid taking damage from the shock wave created by the other, stepping foot.



Once the Imprisoned falls and you deplete half of its Weak Point Mark, it begins slithering around the ground. Try to distance yourself from the beast to avoid taking damage while it slithers. It eventually stands up again and its toes regenerate, allowing you to begin the assault once more.

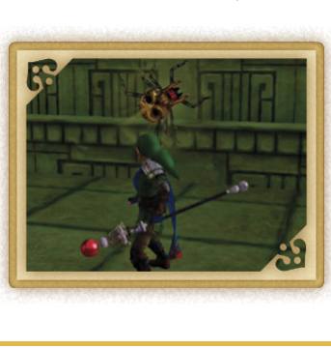


Proxi
There are weapons in our keeps we can use to attack the monster, but wait until it's stopped!

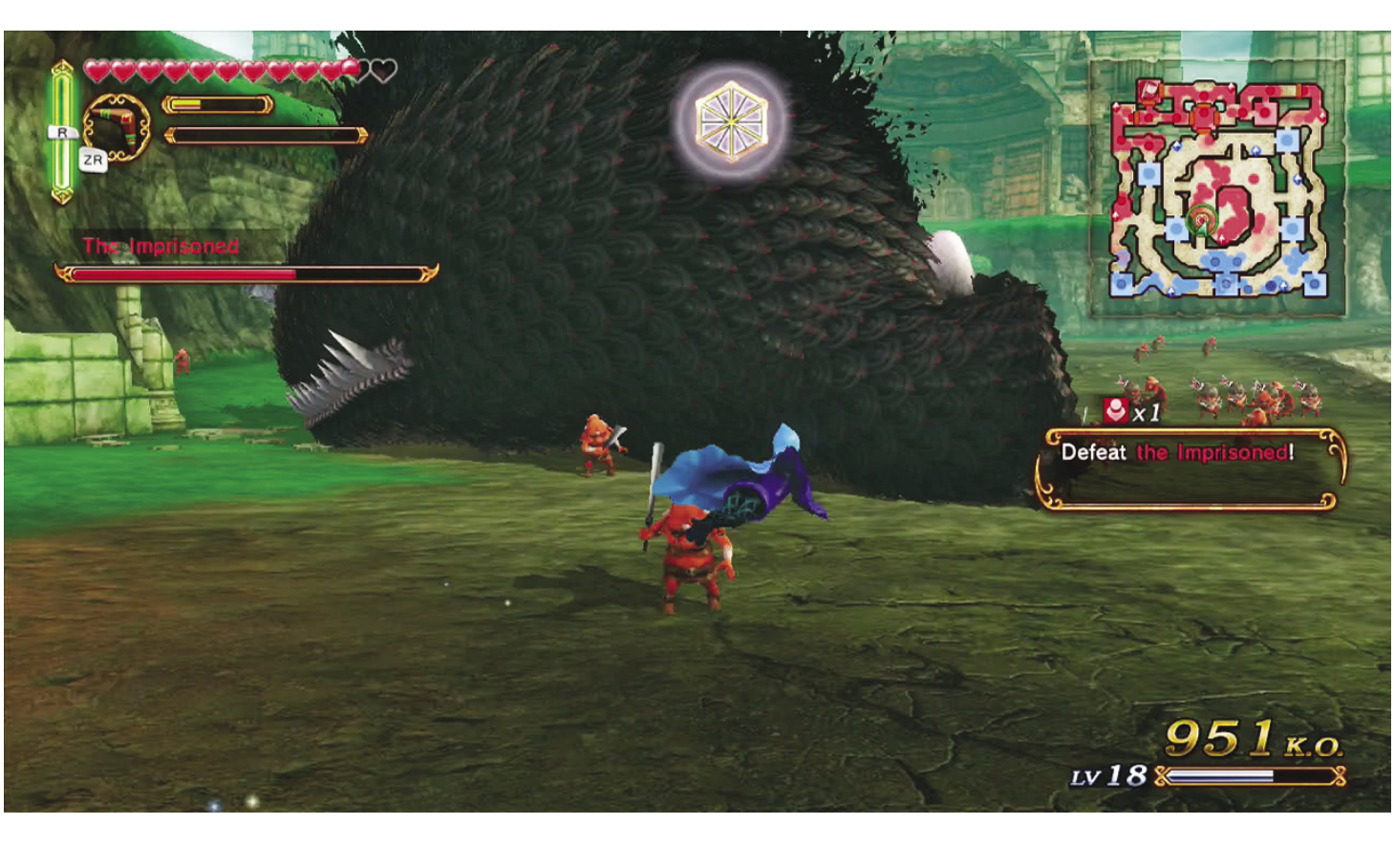
The Imprisoned eventually reaches the West Cannon Keep and begins hovering above it. Waste no time. Race into the Keep and capture it immediately if it hasn't been captured already. The Imprisoned begins charging an attack that, if unleashed, can capture the Keep for the opposing forces instantly. Against the western wall of the Keep is a catapult created by the devilishly handsome Groose called the Groosenator. You can use it to do massive damage to The Imprisoned and knock it out of the sky, but only if you've captured the Keep first.

Hard Gold Skulltula Opportunity Continued

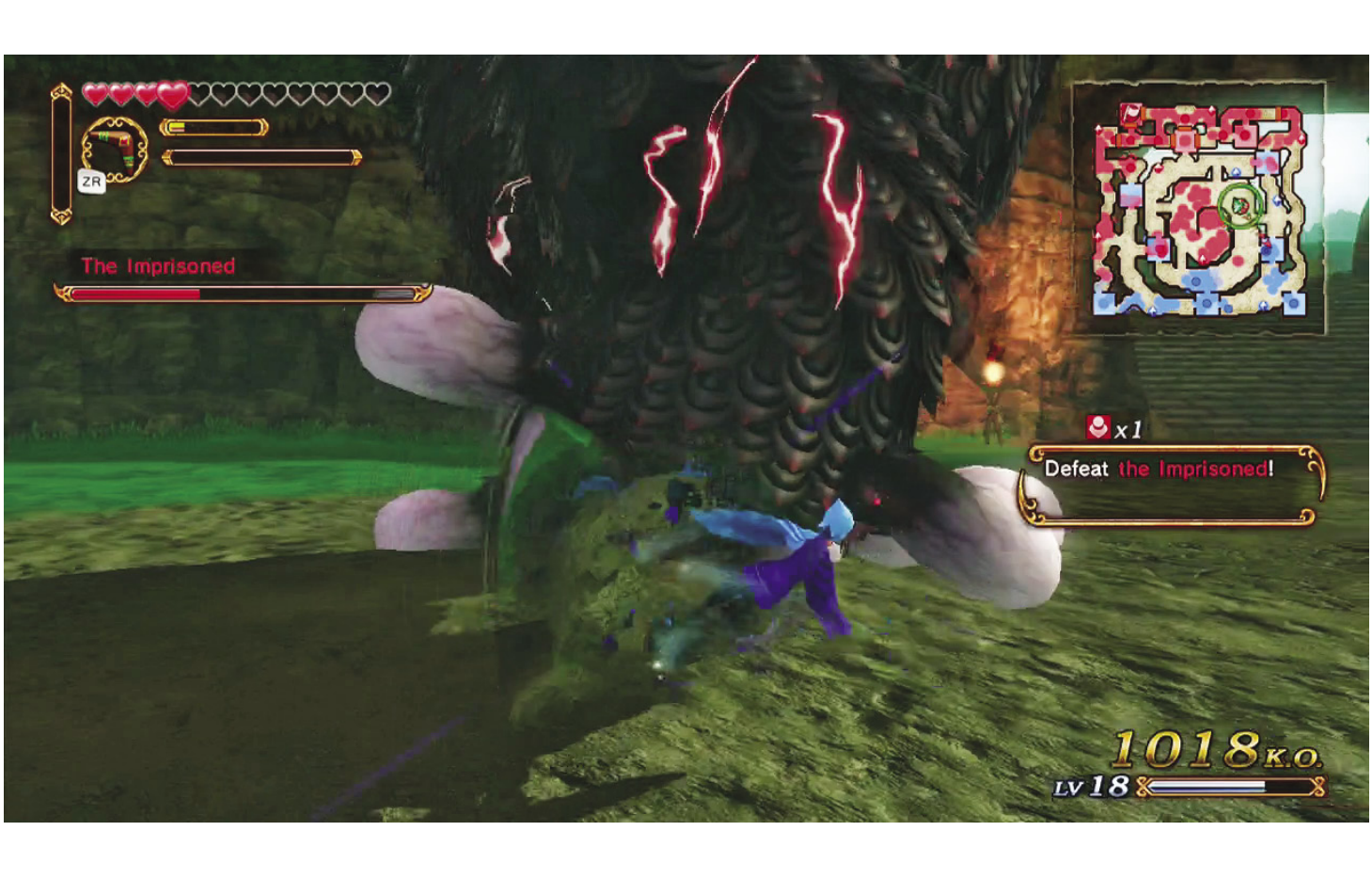
Don't let The Imprisoned destroy a single Keep or else you'll lose your chance to get the Hard Gold Skulltula. Focus on the toes mercilessly. Use your Special Attacks and your Focus Spirit to break the toes as quickly as possible. If you want to defeat it in time, you're going to have to beat it before it visits all three Keeps. Destroy any Triforce Piece or Magic Jar pots you find inside any of the Keeps The Imprisoned stops at, and cut down grass to find more power-ups to refill your Special Attack and Focus Spirit meters. Using the Groosenator on it when The Imprisoned reaches the West Cannon Keep will deal a massive amount of damage, giving you a real shot at taking it down before time runs out. Try your best to prevent it from reaching the second Keep to have a real chance at revealing this Skulltula. If it reaches the Allied Base, odds are you're out of time, so don't let it!



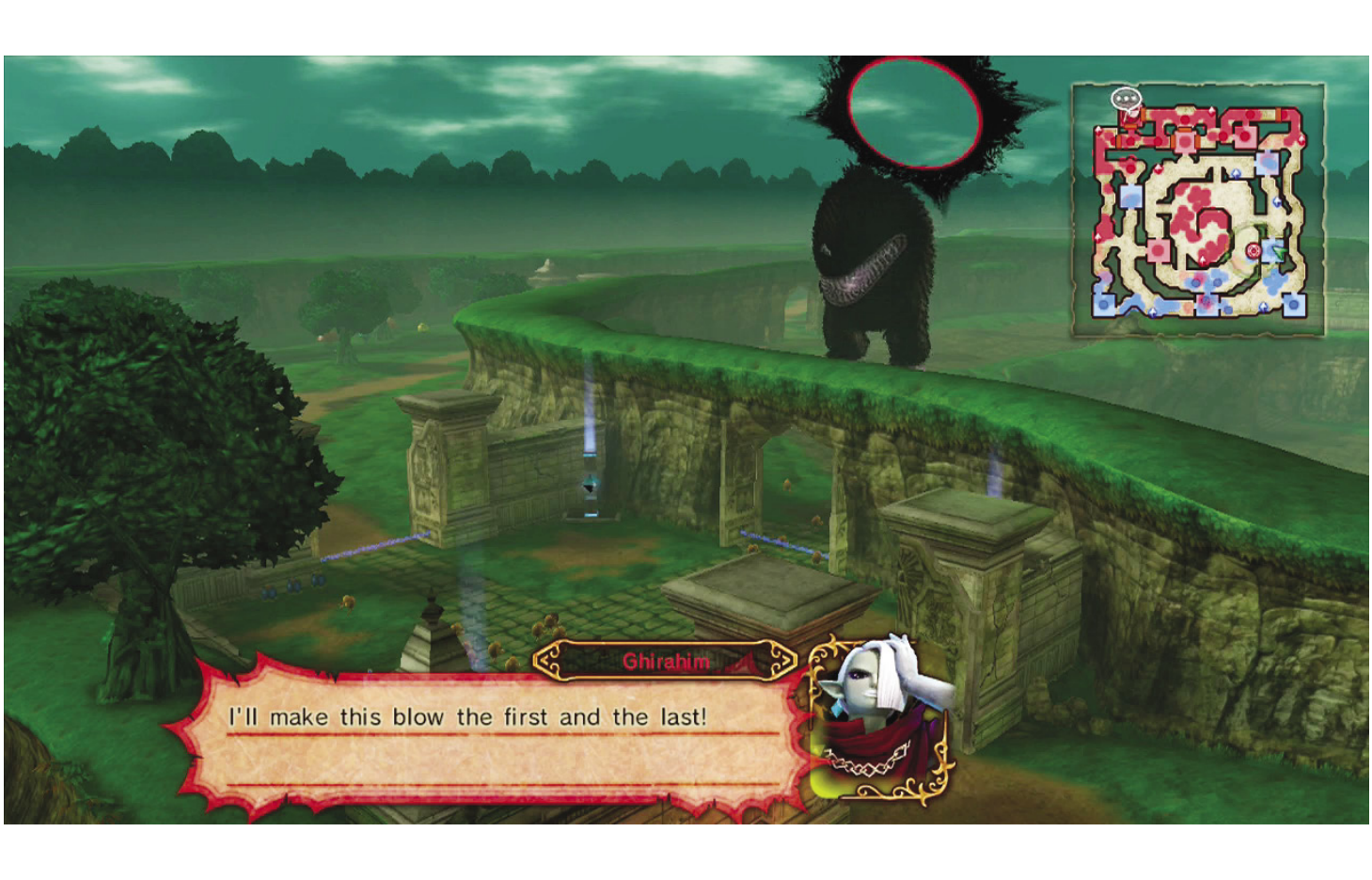
Once you defeat The Imprisoned and open the gates to Ghirahim's stronghold, the Skulltula appears on the east wall of the East Temple Keep.



After its been hit by the Groosenator, The Imprisoned hits the ground and its Weak Point Mark appears. The Weak Point Mark will stick around this time for much longer than it does if you knock it over by destroying its toes, so you have a real shot of performing a Weak Point Smash on The Imprisoned if you hurry to where it fell.

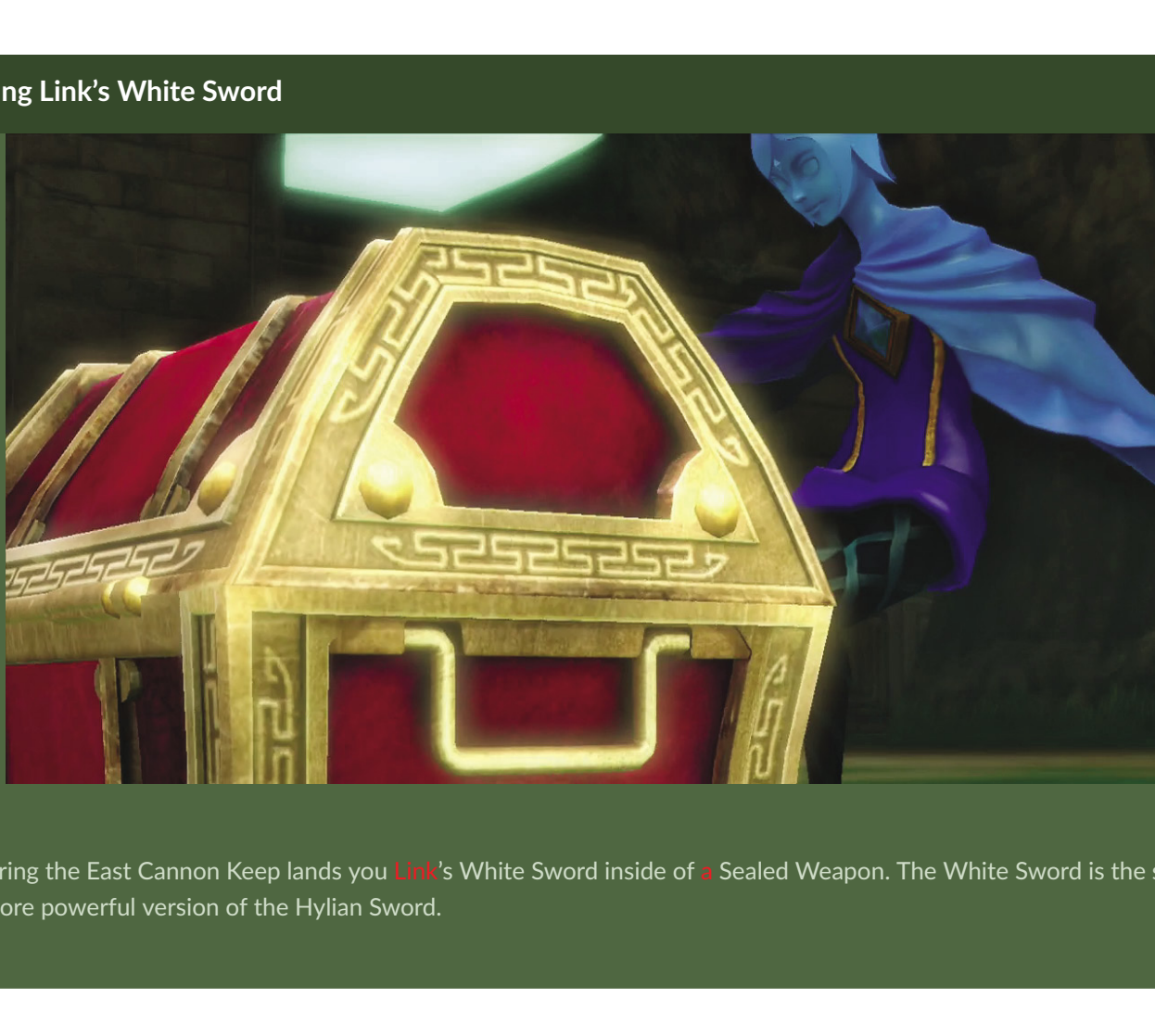


Once you've lowered its Health Bar to half, The Imprisoned's steps become electrified and it begins doing large, dark electricity attacks. Every time The Imprisoned takes a step, it create an even more deadly shock wave. You must avoid its shock waves at all costs if you want to avoid a quick defeat. Continue alternating between the feet to attack the foot that is firmly planted on the ground, and dash away whenever you see its other foot about to hit the ground. It is more important now than ever to use Focus Spirit attacks and Special Attacks to knock The Imprisoned over quickly.

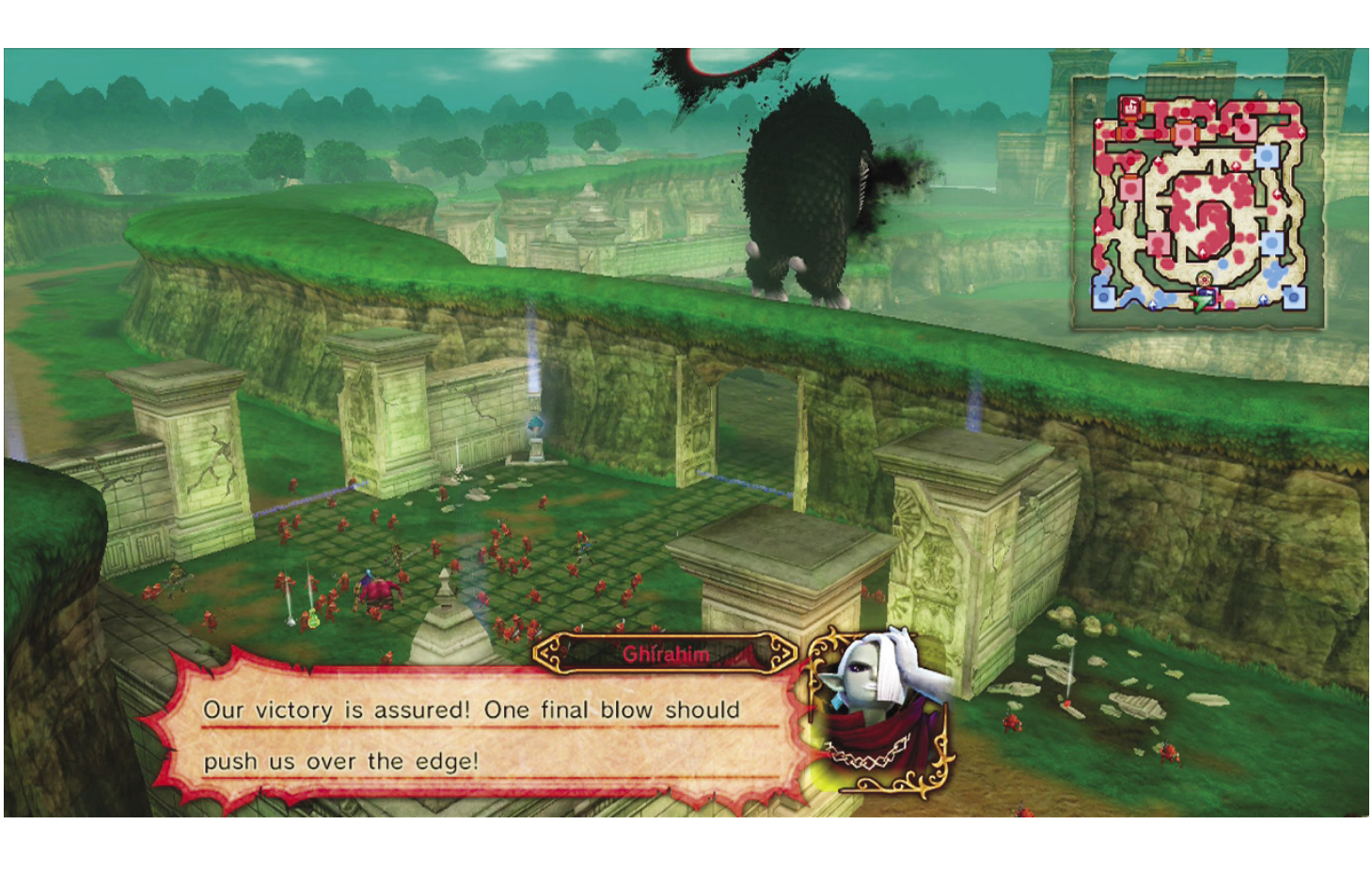


The Imprisoned's next destination is the East Cannon Keep. When it reaches the Keep, it hovers in the air once again. You need to capture the Keep if you want to use the Groosenator within, so hurry and get it!

Getting Link's White Sword



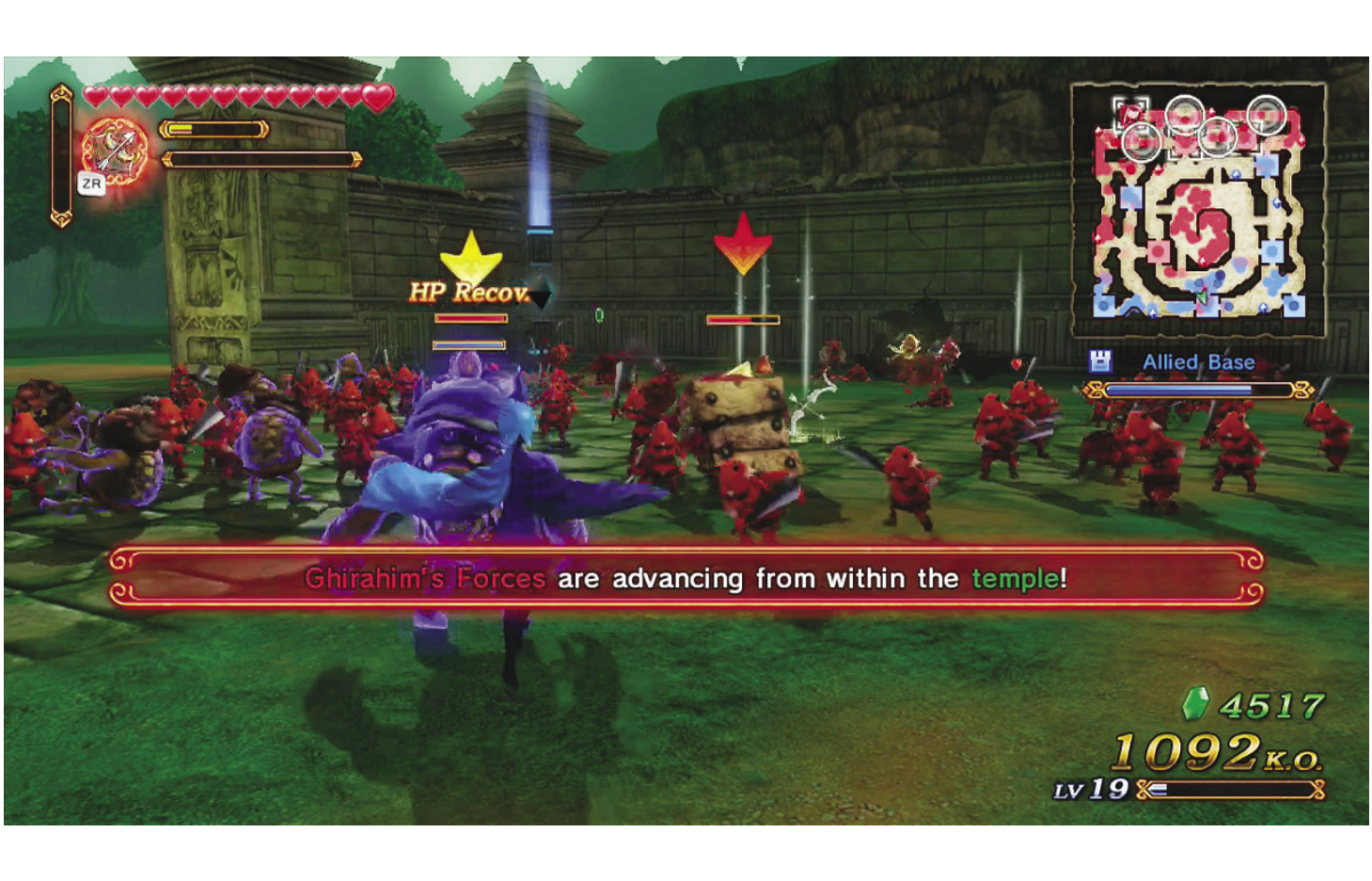
Capturing the East Cannon Keep lands you Link's White Sword inside of a Sealed Weapon. The White Sword is the second and more powerful version of the Hylian Sword.



Ghirahim
Our victory is assured! One final blow should push us over the edge!

The Imprisoned's last stop is at the Allied Base. Needless to say, letting it charge up and release its energy attack will cause a Scenario failure, so get into the Base and wait by the Groosenator. No matter how much damage you've done to the monster, the next hit with the Groosenator will be the last.

One Last Push



That's it! Ghirahim's use of The Imprisoned was the last straw! It's time to take the fight to him directly. Lucky for us, the Demon Lord knows he's in trouble, so he sends out most of the Captains in his stronghold to attack the Allied Base directly. Intercept them by focusing on the Captains that get closest to the Base, then mop them up quickly; Ghirahim needs to be paid a visit so we can get some well-deserved revenge.

Piece of Heart Opportunity

Before you head into Ghirahim's temple, you can run up to the West Keep and capture it while playing as Link to find Link's Piece of Heart for this Scenario.

After you've dealt with all of his attacking Captains, head north and enter Ghirahim's stronghold. Ghirahim is waiting inside the Enemy Base Keep, so let's get moving!

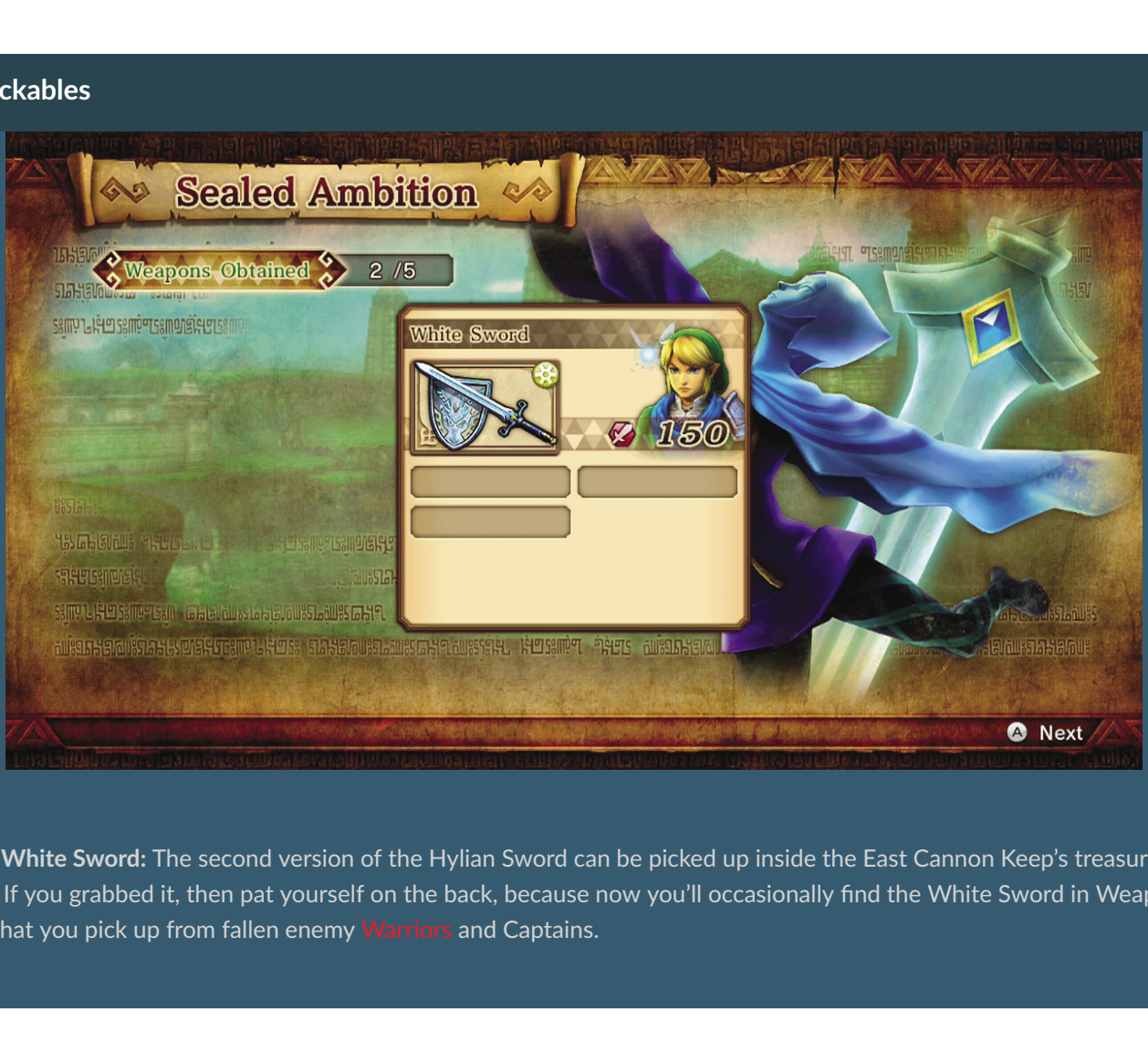
Heart Container Opportunity

In Ghirahim's northern base, you can find a boulder containing Fi's Heart Container directly to the right of the Temple Entrance Keep. Blow up the boulder with your Bombs to reveal your prize.

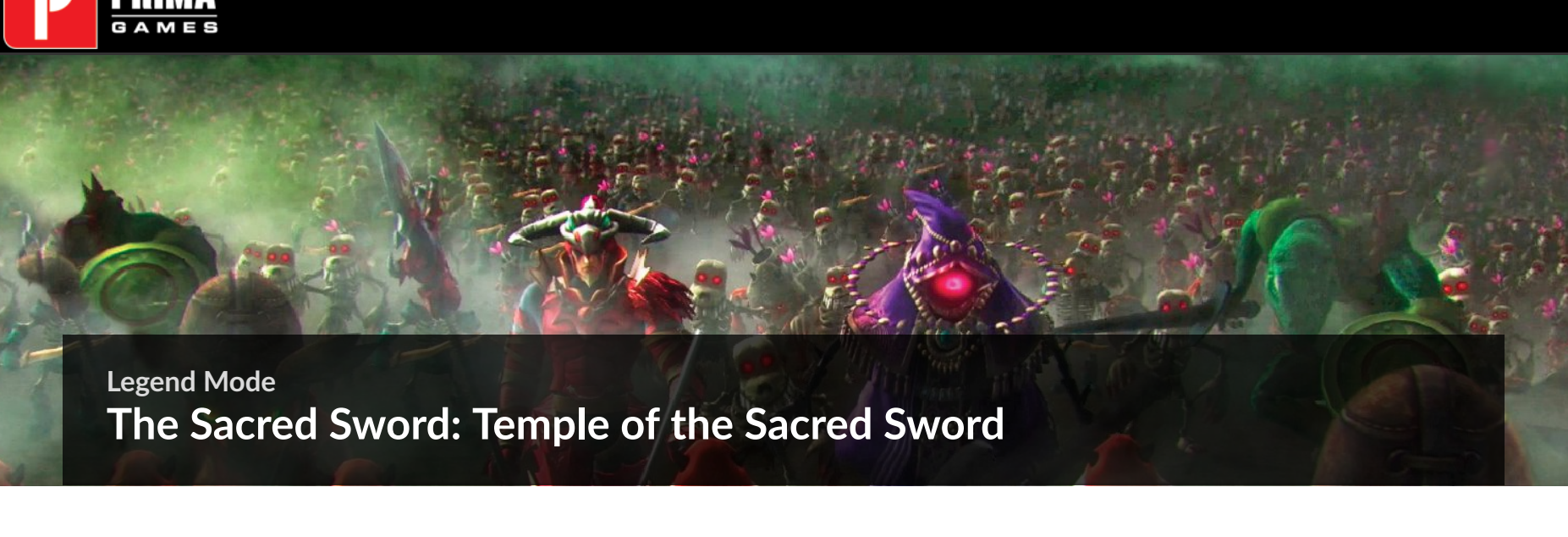
When you've reached Ghirahim, use the same strategy to defeat him as you did in Skyloft: Block his attacks and blitz him the second his Weak Point Mark appears. When you see an opportunity to dash out of the way of his attacks and get behind him, don't hesitate to take it. Most of Ghirahim's Strong Attacks are launched directly in front of him, so getting behind him will help you dodge his attacks and strike at him the second his Mark appears.

Defeating Ghirahim wins you the fight, so give him all you've got!

Unlockables

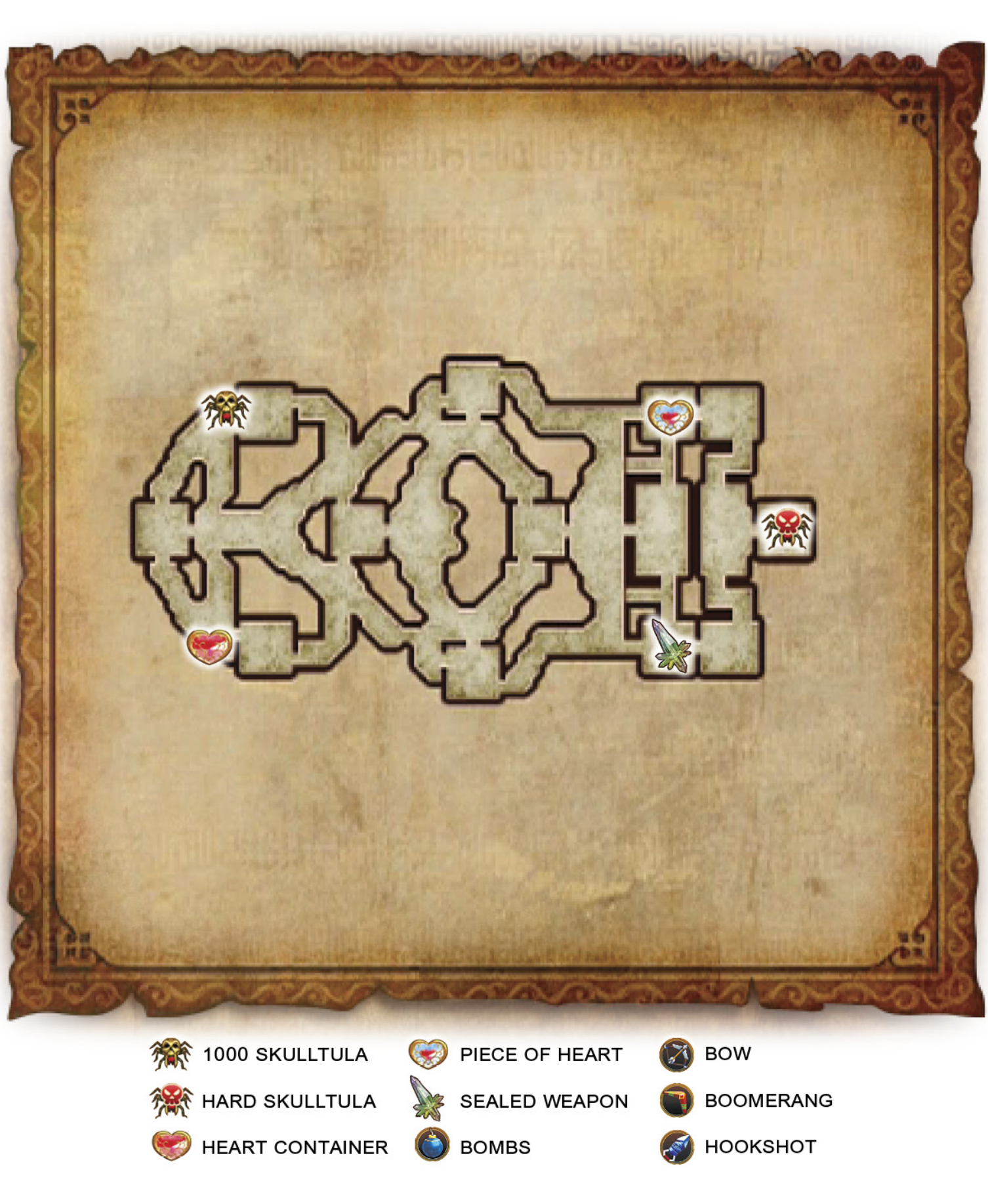


Link's White Sword: The second version of the Hylian Sword can be picked up inside the East Cannon Keep's treasure chest. If you grabbed it, then pat yourself on the back, because now you'll occasionally find the White Sword in Weapon Bags that you pick up from fallen enemy Warriors and Captains.



Legend Mode

The Sacred Sword: Temple of the Sacred Sword


1000 SKULLTULA
HARD SKULLTULA
HEART CONTAINER
PIECE OF HEART
SEALED WEAPON
BOMBS
BOW
BOOMERANG
HOOKSHOT

Playable Characters

Link

Zelda*

Lana*

Impa*

Darunia*

Fi*

Midna*

***After completing the Scenario once.**

Heart Container

Zelda

Piece of Heart

Lana

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Fi—Defeat 2,000 enemies, discover all the sealed statues, and repel Wizzro.

Unlockables

Zelda
Zelda's Glittering Rapier

Victory Conditions

Acquire the Master Sword.

Defeat Conditions

If Zelda, Link, Impa, Darunia, or Midna Flees.

The Sword of Legend

Now that you and your allies have closed the Gates of Souls, Cia has increased the strength of her war machine and the frequency of her attacks on Hyrule. Zelda, revealing that she was Sheik all along, offers a solution that will defeat Cia for good: Obtaining the Master Sword. Without delay, the heroes head to the Temple of the Sacred Sword, the supposed resting place of the legendary sword, to see what they can find.

On your first playthrough of this Scenario, you're limited to playing Link. Once you complete it, however, you'll be able to go through with every other character listed above to get all of the unlockables.

Hard Gold Skulltula Opportunity

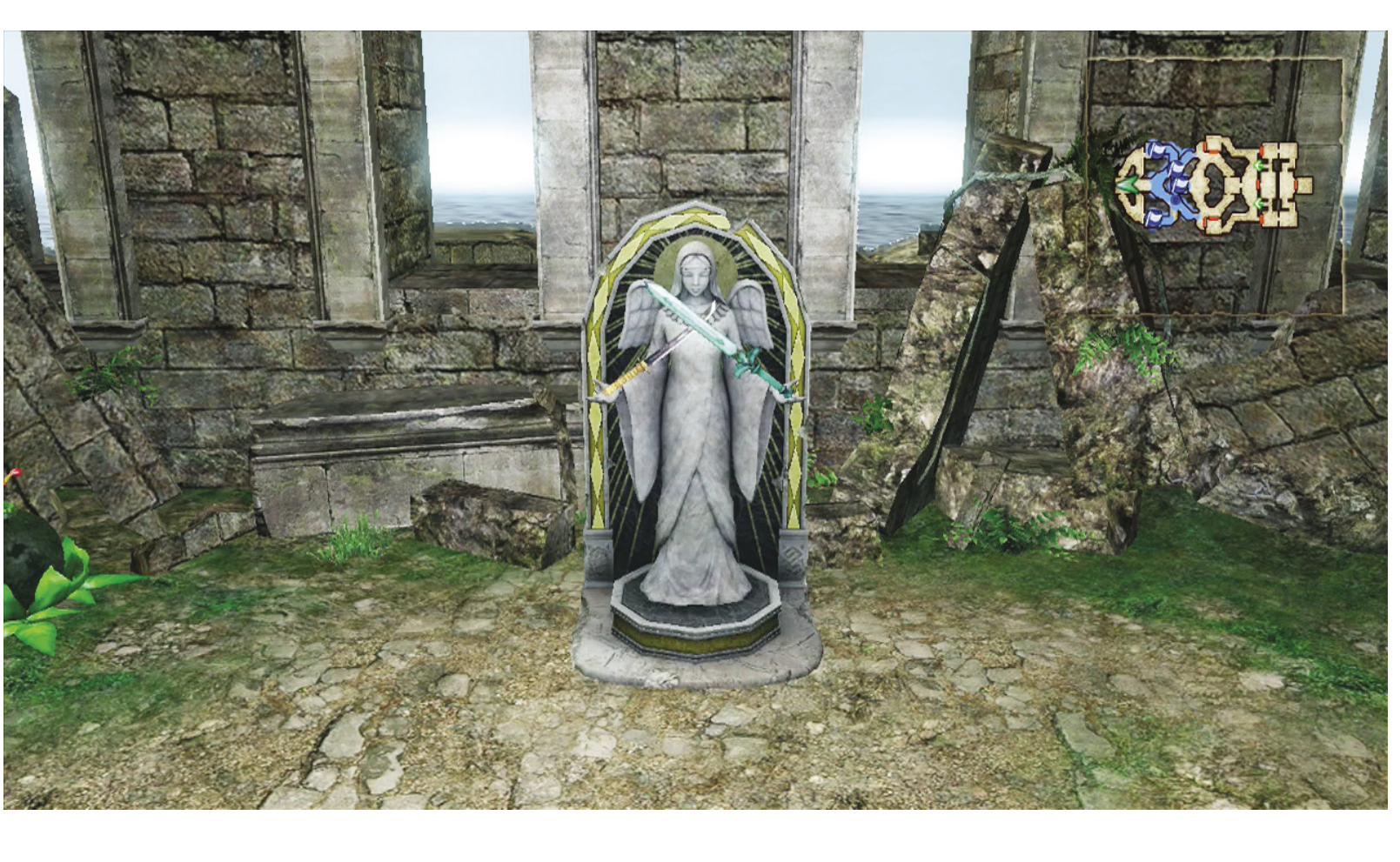
As Fi, defeat 2,000 enemies and locate all of the Sealed Statues without using a single Special Attack. You'll need to be the one to find them; if any of your teammates finds a sealed statue, the Skulltula won't show up. Once you've completed those two goals, defeat Wizzro in the chamber of the Master Sword to make the Skulltula appear in the Master Sword chamber near the entrance.

Activate the Three Sealed Statues

When you first start the Scenario, the temple grounds are completely empty. Your goal is to activate three Sealed Statues located somewhere around the area, but where they are is a complete mystery at this point. Start by investigating the abandoned Keep on the far west side of the map; maybe we'll find something there that will shine some light on this mystery.

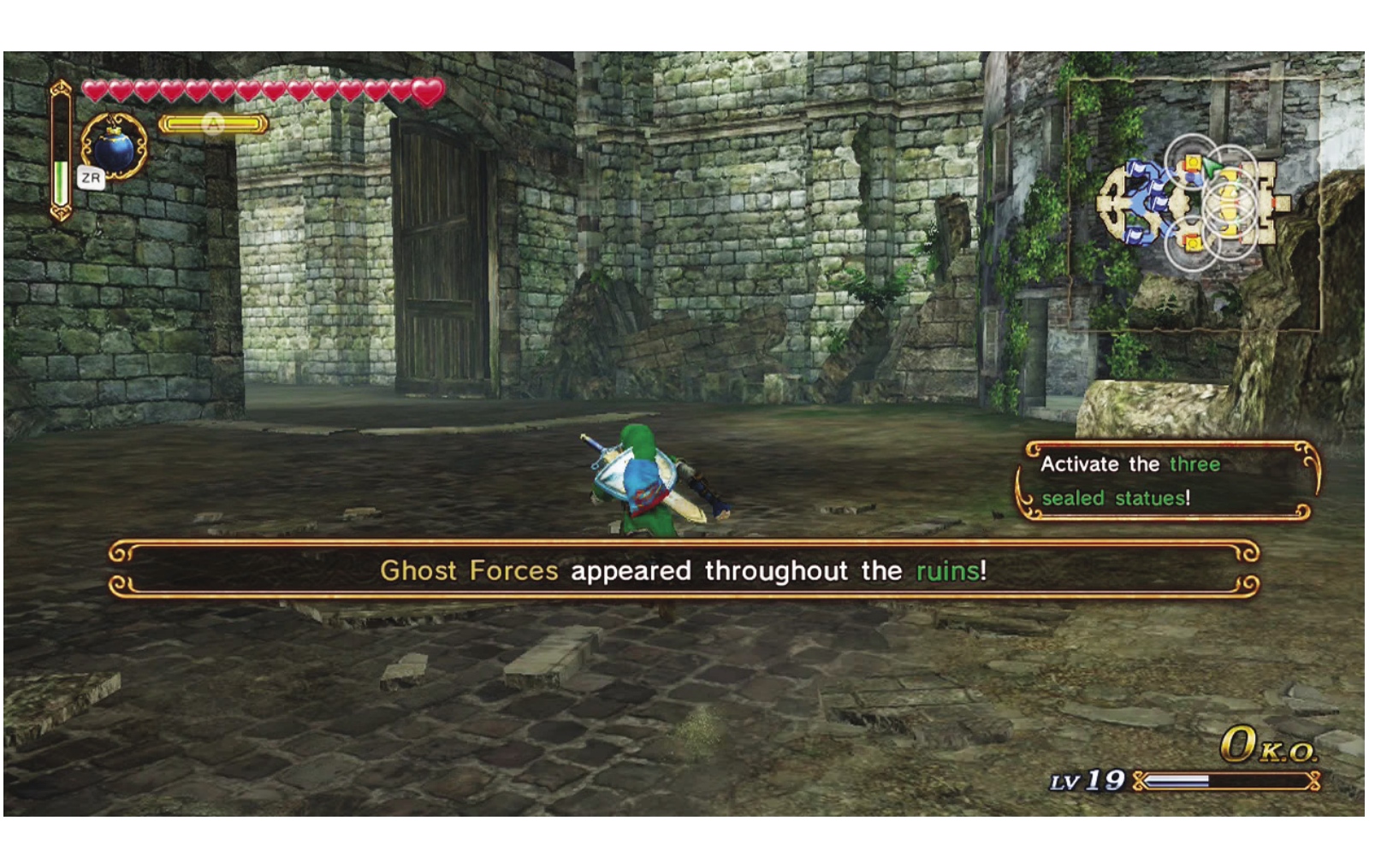
Heart Container Opportunity

This is an excellent time to find this Scenario's Heart Container, if you've already completed this Scenario at least once. As Zelda, head southwest through the southern abandoned Keep on the west side of the map. Just outside the Keep's west gate is a boulder concealing a treasure chest. Destroy the boulder with your Bombs and open the chest to grab the Heart Container. Just make sure not to enter the abandoned Keep on the western tip of the map, or you'll activate your next mission before you're ready.

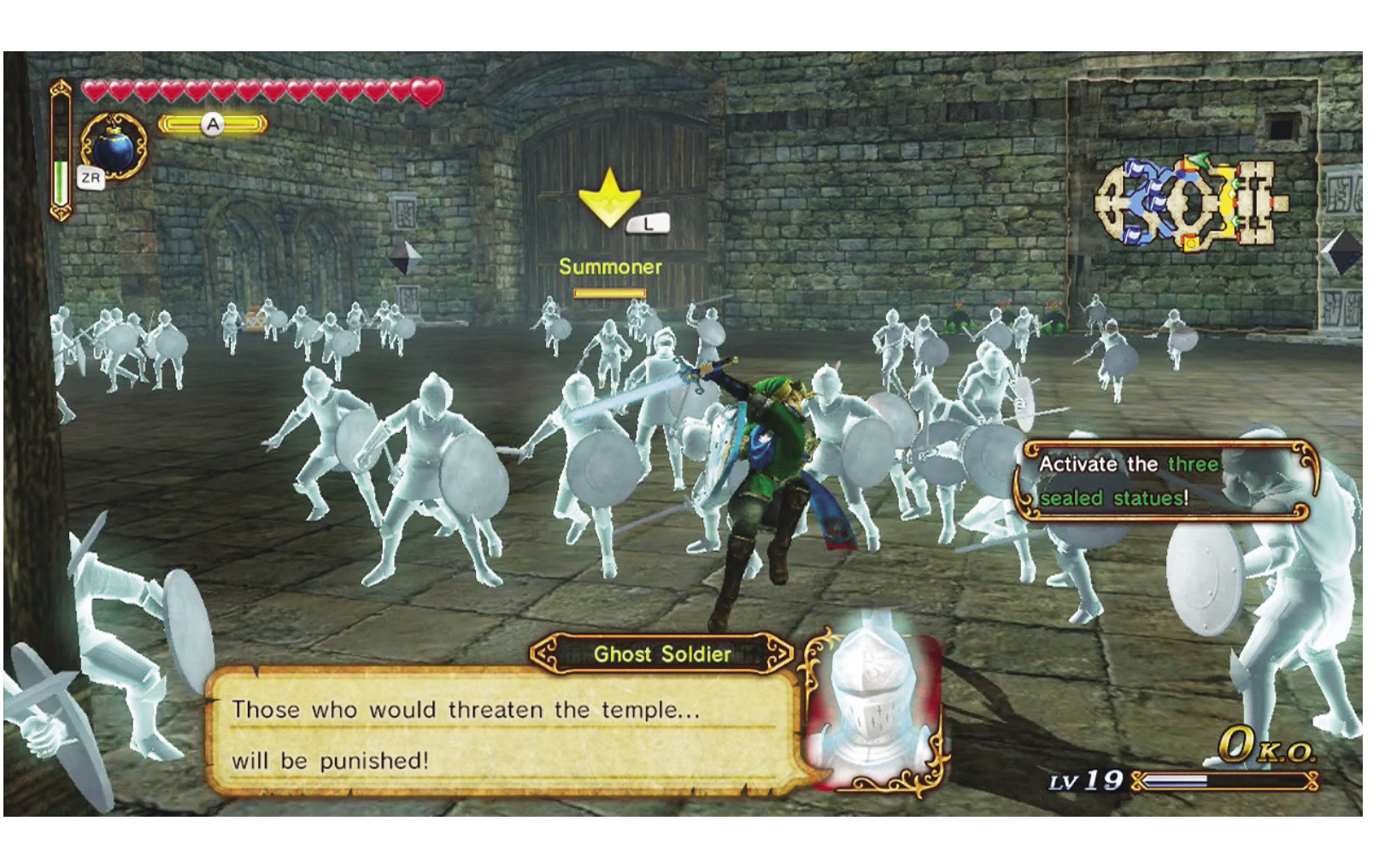


Inside the abandoned Keep is one of the three Sealed Statues! After discovering the statue, Impa makes her way toward it to activate it, while Midna and Darunia begin searching for the remaining two. While Impa is on her way, however, ghosts begin to appear all over the west side of the map! Defeat as many of the ghosts as you can while Impa activates the statue. The statue will gradually drain her health, so making sure she's not in danger from the ghost soldiers will help to keep you from failing the Scenario if things start to get out of control.

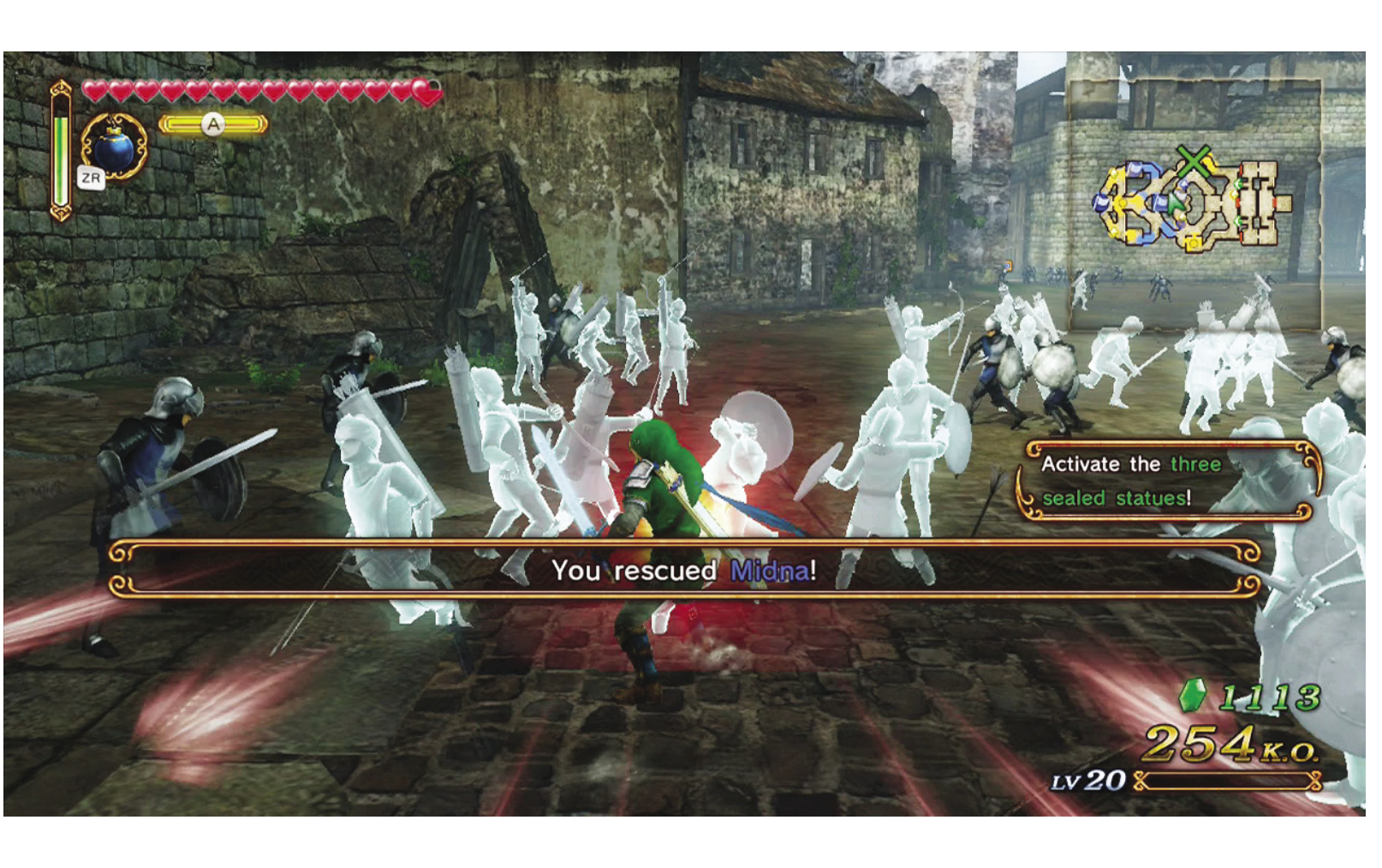
The Spectral Army


Activate the three sealed statues!
Ghost Forces appeared throughout the ruins!
0 K.O.
LV 19

Once you've insured Impa's safety, head to the east side of the map to reach the temple. When you arrive at the temple, it becomes clear that you have to find another way in; the gates are closed and there's no clear way of opening them. To make matters worse, more ghost warriors begin materializing onto the battlefield.


Summoner
Activate the three sealed statues!
Ghost Soldier
Those who would threaten the temple...
will be punished!
0 K.O.
LV 19

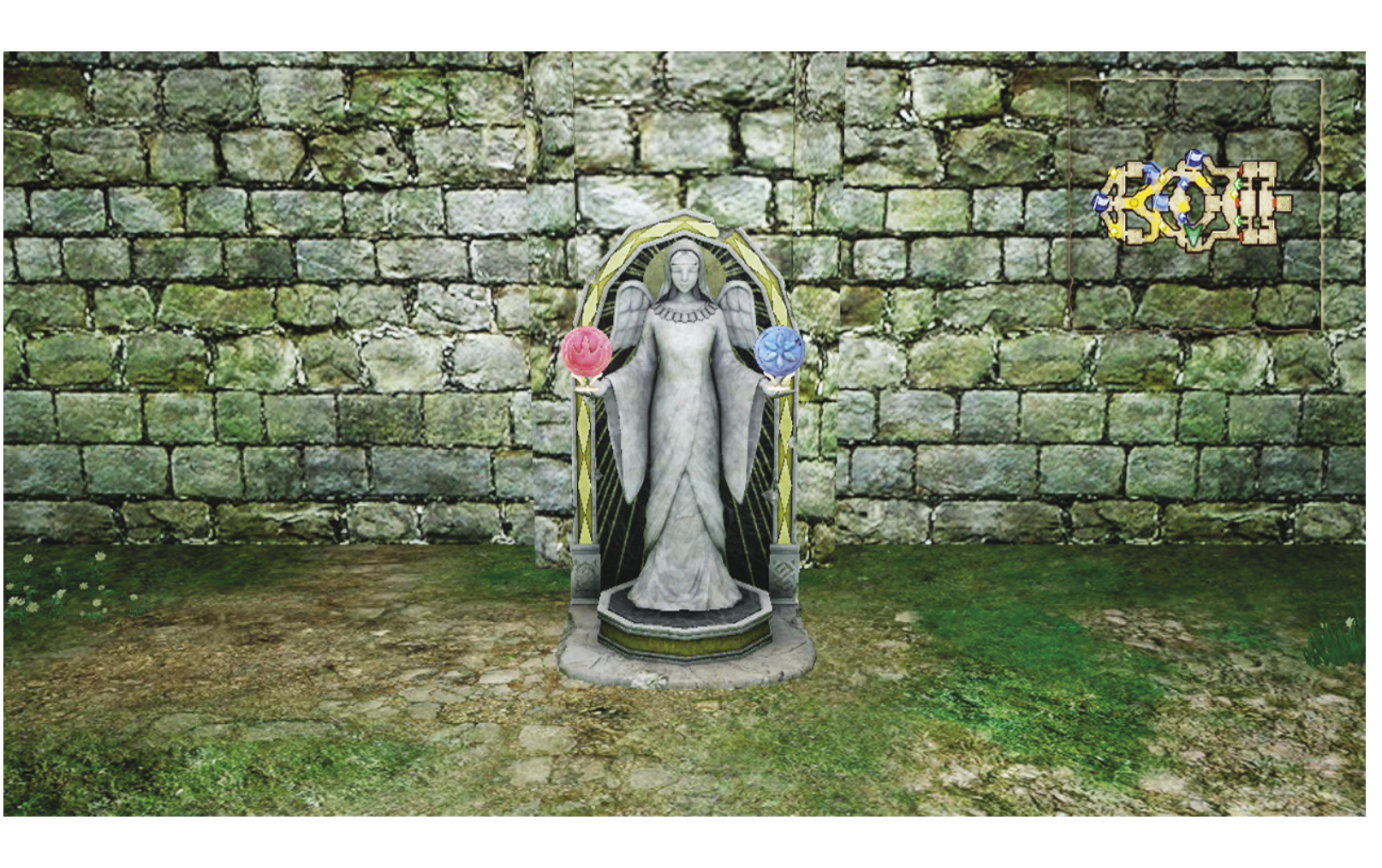
Start tearing through the spectral hordes while making your way northwest to the abandoned Keep north of the center of the map. At the Keep, you'll find the second Sealed Statue and a ghost Summoner, who is aiding the ectoplasmic assault by summoning more ghost warriors. Defeat it to stop the flow of ghosts from this side of the map.


Activate the three sealed statues!
You rescued Midna!
1113
254 K.O.
LV 20

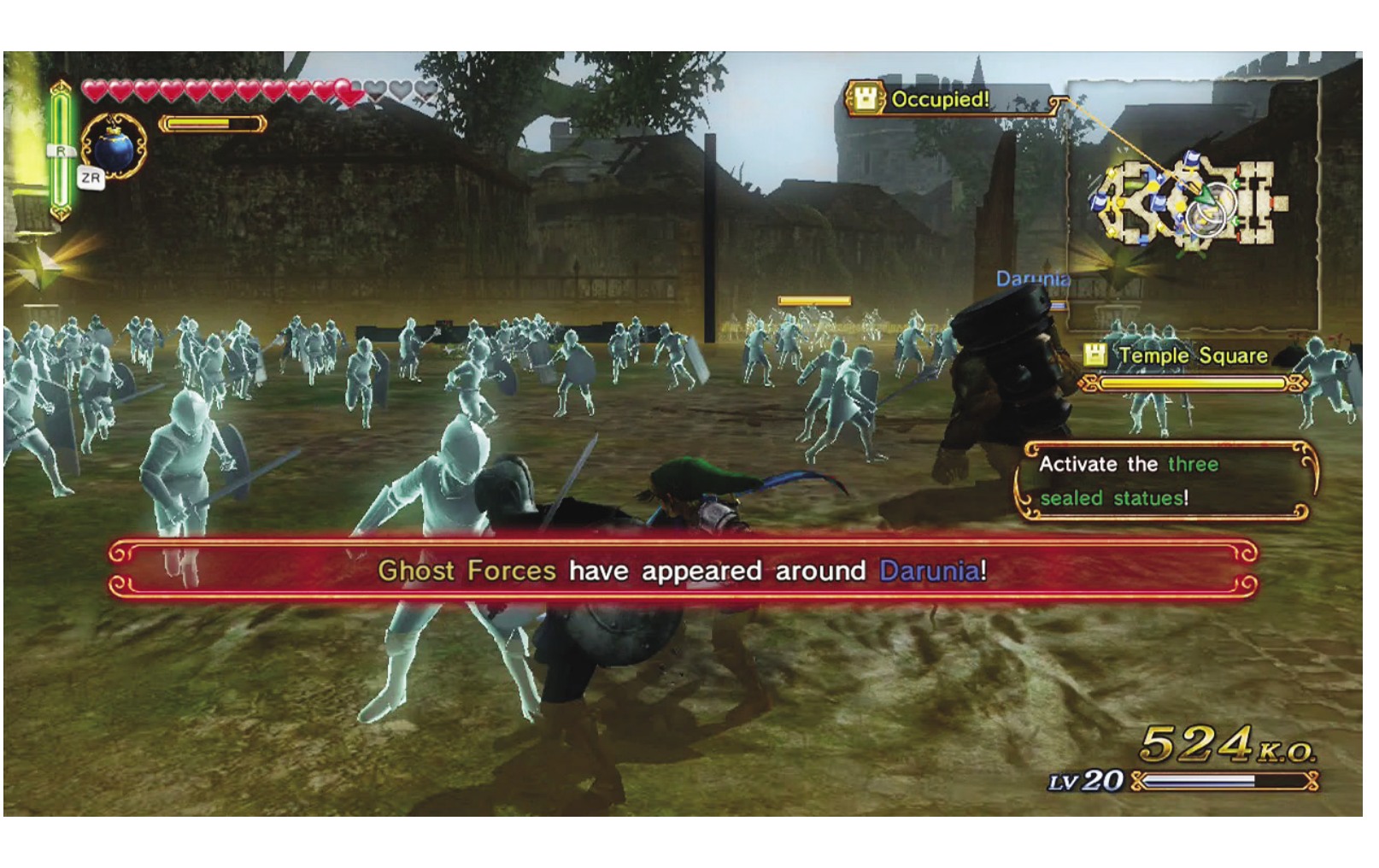
Midna starts on the south side of the battlefield. When she begins making her way up to your location. While she journeys to the Sealed Statue, another wave of ghost soldiers appears all around her. You need to go and defeat the Summoner in their ranks and thin their numbers as much as possible before Midna can continue on her path to the statue.

Once Midna reaches the abandoned Keep, she activates the second statue. Now there's just one left to find!

The Southern Statue



If one of the statues is in the northern abandoned Keep, then it certainly wouldn't hurt to check the southern one. If one of your allies hasn't searched the Keep already, enter it to discover the third and final Sealed Statue. Darunia begins making his way from the northern abandoned Keep toward the remaining statue. The Goron chief runs into the same trouble on his way to the Keep as Midna did, so go defeat the ghost forces surrounding him to get him moving again.

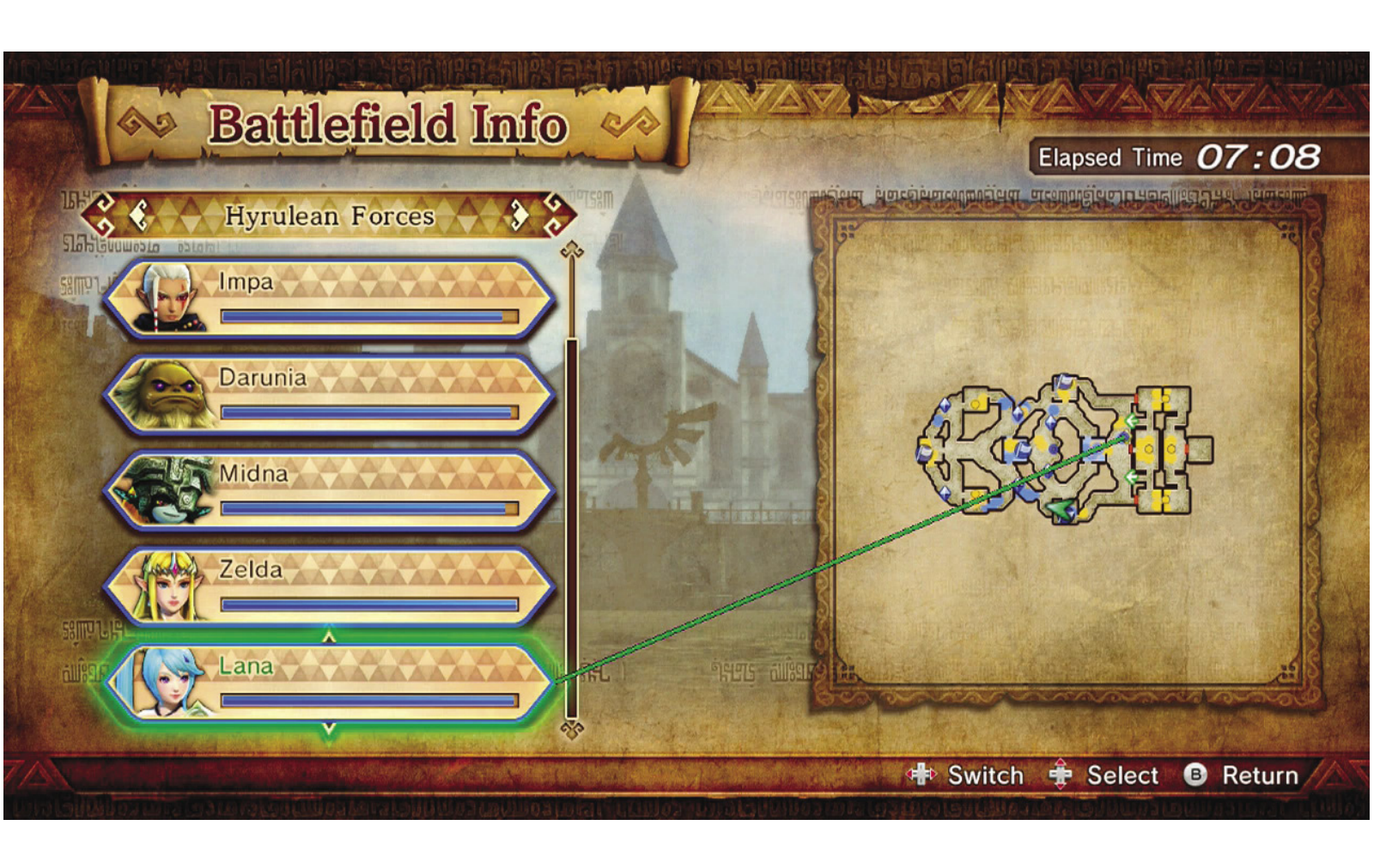

Occupied!
Darunia
Temple Square
Activate the three sealed statues!
Ghost Forces have appeared around Darunia!
524 K.O.
LV 20

Defeat the Summoner and any enemies with Health Bars to get Darunia moving again. It is also advantageous to capture the Temple Square Keep while you're in the area.

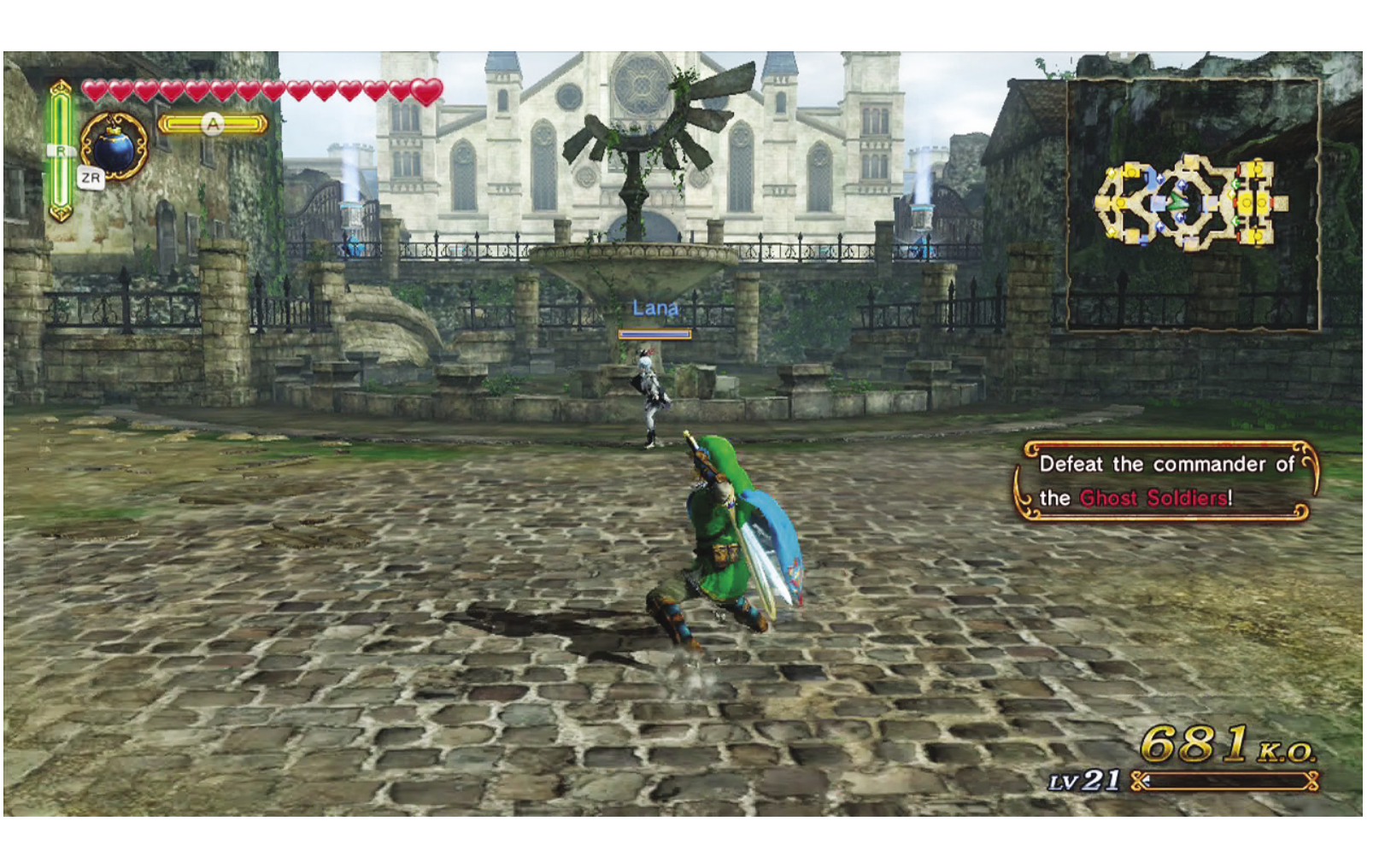
Once Darunia activates the third statue, the waves of ghosts increase! No matter how many ghosts you defeat they never stop appearing! There must be a source of all of these spectral soldiers!

Cutting the Puppet Master's Strings

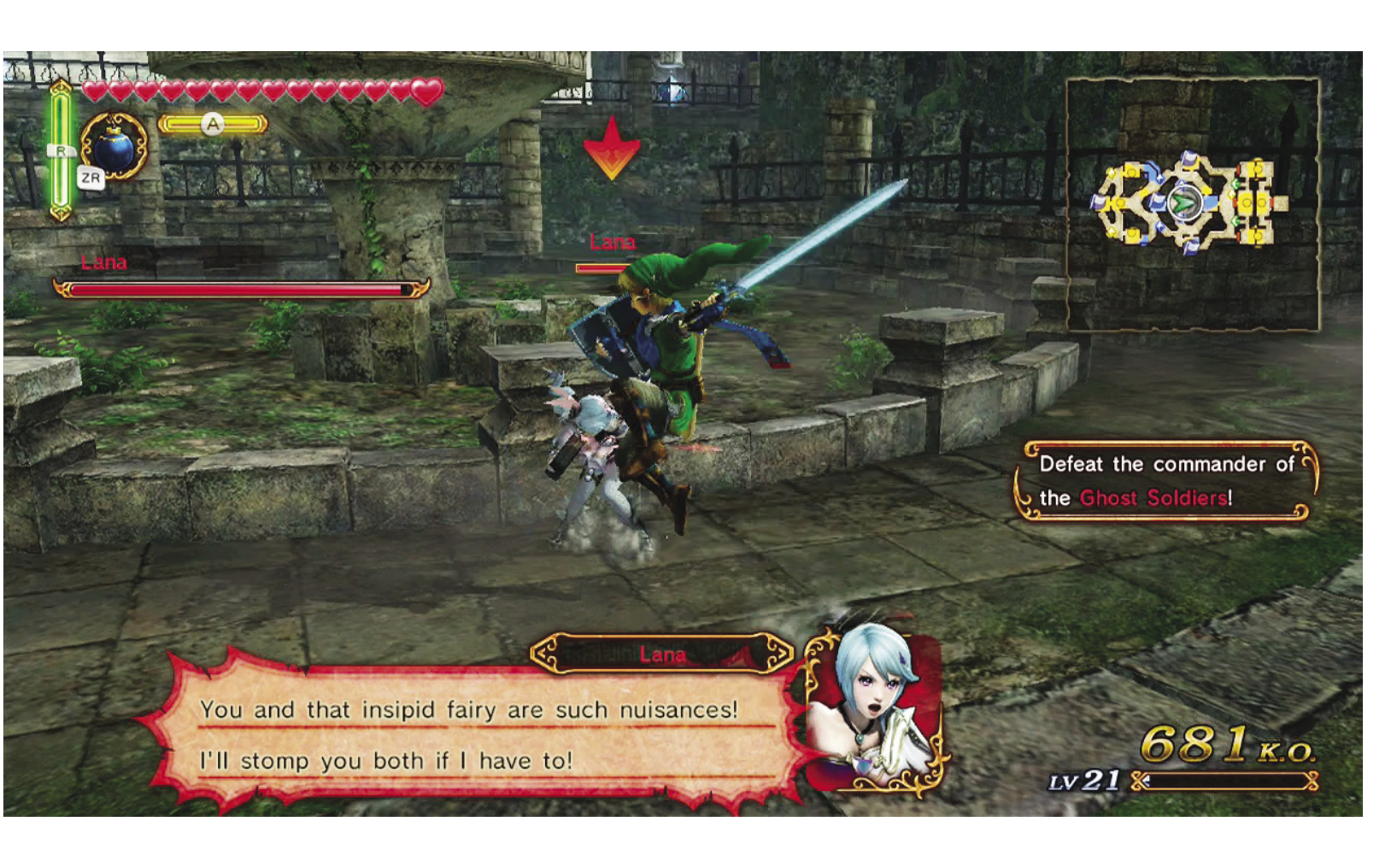
Zelda's convinced that someone in your ranks is controlling the ghosts, but who could it be?


Battlefield Info
Hyrulean Forces
Impa
Darunia
Midna
Zelda
Lana
Elapsed Time 07:08
Switch
Select
Return

Press ⊕ and take a look at Battlefield Info. Something seems wrong. . . . Look through all of your allies. Wait a minute! There's an extra allied Warrior on the center of the field who's not listed in the Battlefield Info screen! Head to the center of the map immediately and confront this imposter!


Lana
Defeat the commander of the Ghost Soldiers!
681 K.O.
LV 21

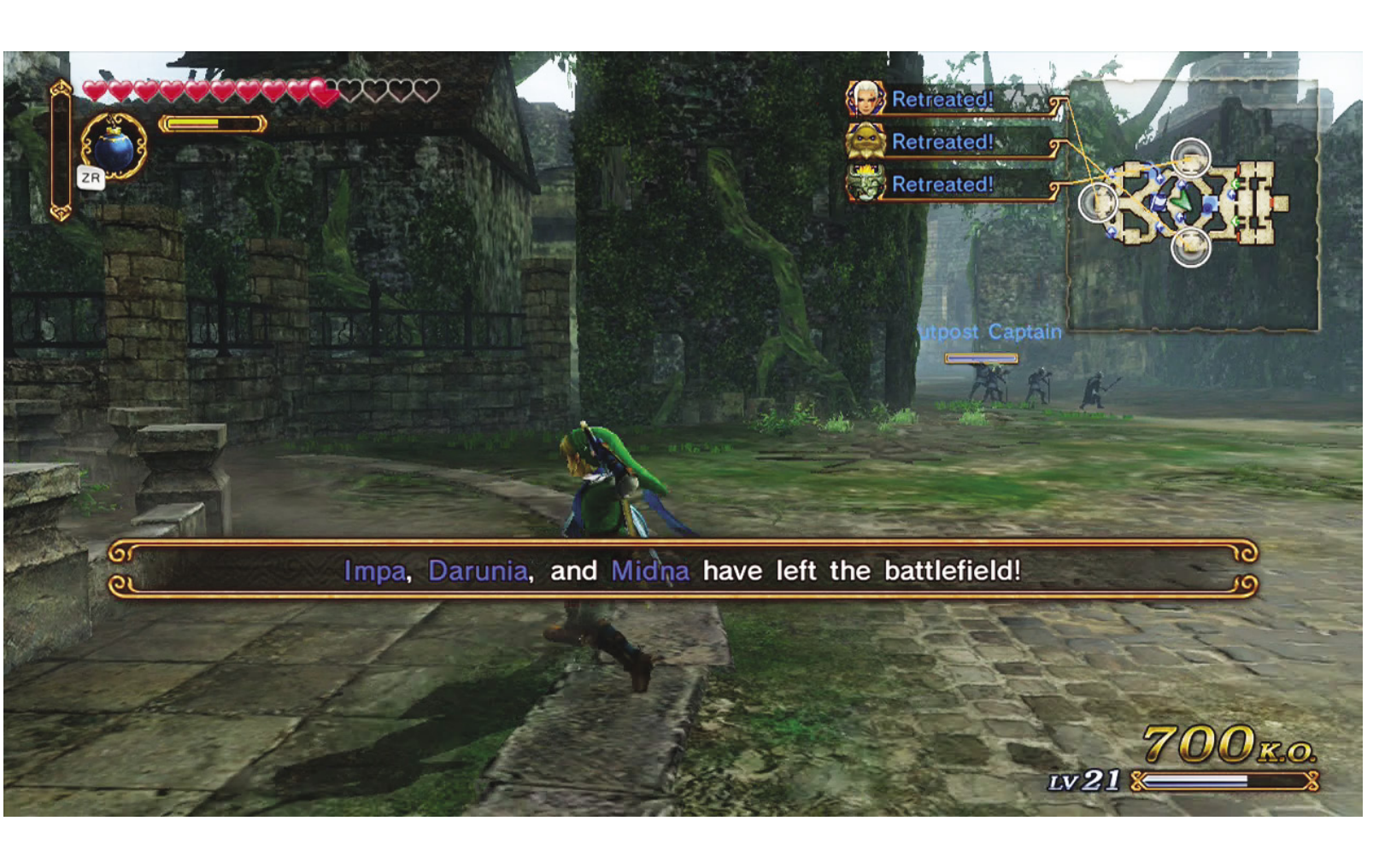
It's Lana?! What's going on here? There are two Lanas on the field! Wait . . . We've seen this before! The enemy played this trick once already in the Water Temple with a fake Zelda. This has Wizzro's stink all over it! Defeat this false Lana to stem the flow of ghosts!


Lana
Link
Defeat the commander of the Ghost Soldiers!
Lana
You and that insipid fairy are such nuisances!
I'll stomp you both if I have to!
681 K.O.
LV 21

Don't bother with the standard block-and-counter method of attack that you've been using on most enemy Warriors. Lana's attacks will shove you away, putting you out of range when her Weak Point Mark appears. Go for a straightforward approach and attack with Regular Attacks relentlessly.

The Temple Is Open!

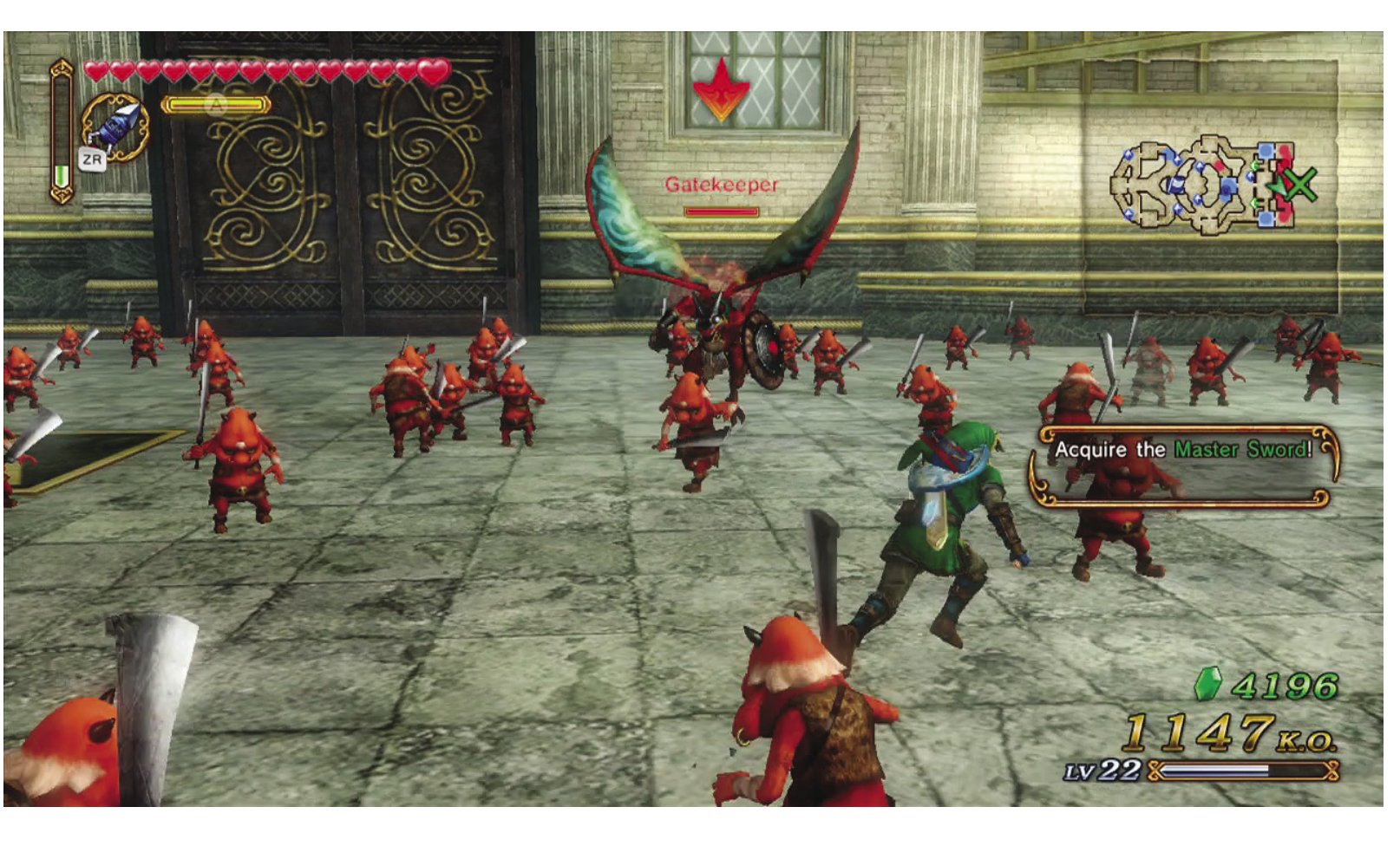
After you defeat the fake Lana, the ghosts regain control of their spiritual facilities and realize that Link is the true successor to the title of Hero and wielder of the Master Sword. Wanting to not cause any more difficulties for Link and his friends, they pack their unearthly belongings and leave the battlefield. Unfortunately, so do half of your allies: Darunia, Impa, and Midna also leave. The health-draining effects of activating the Sealed Statues has left them in a shambolic state, meaning they won't be much help to you and your other allies. It's okay, we can finish this fight with Zelda and Lana by our side.


Retreated!
Retreated!
Retreated!
Impa, Darunia, and Midna have left the battlefield!
700 K.O.
LV 21

With the ghosts gone, the Temple of the Sacred Sword opens. Make exploring its interior your main priority. Just make sure to keep an eye on Zelda now that your allies' numbers have thinned. If she's forced to flee, you'll fail the Scenario, and with fewer teammates on the field, this can happen quicker than you might think.

Gold Skulltula Opportunity

If you've reached the 1,000 KO mark, a Gold Skulltula enters the field and hides out underneath a boulder in the northwest corner of the map. The boulder in question is next to the northern abandoned Keep, to the right of the Keep on the map's far west side. Blow up the boulder to reveal the Skulltula, then smack it with your weapon to defeat it.

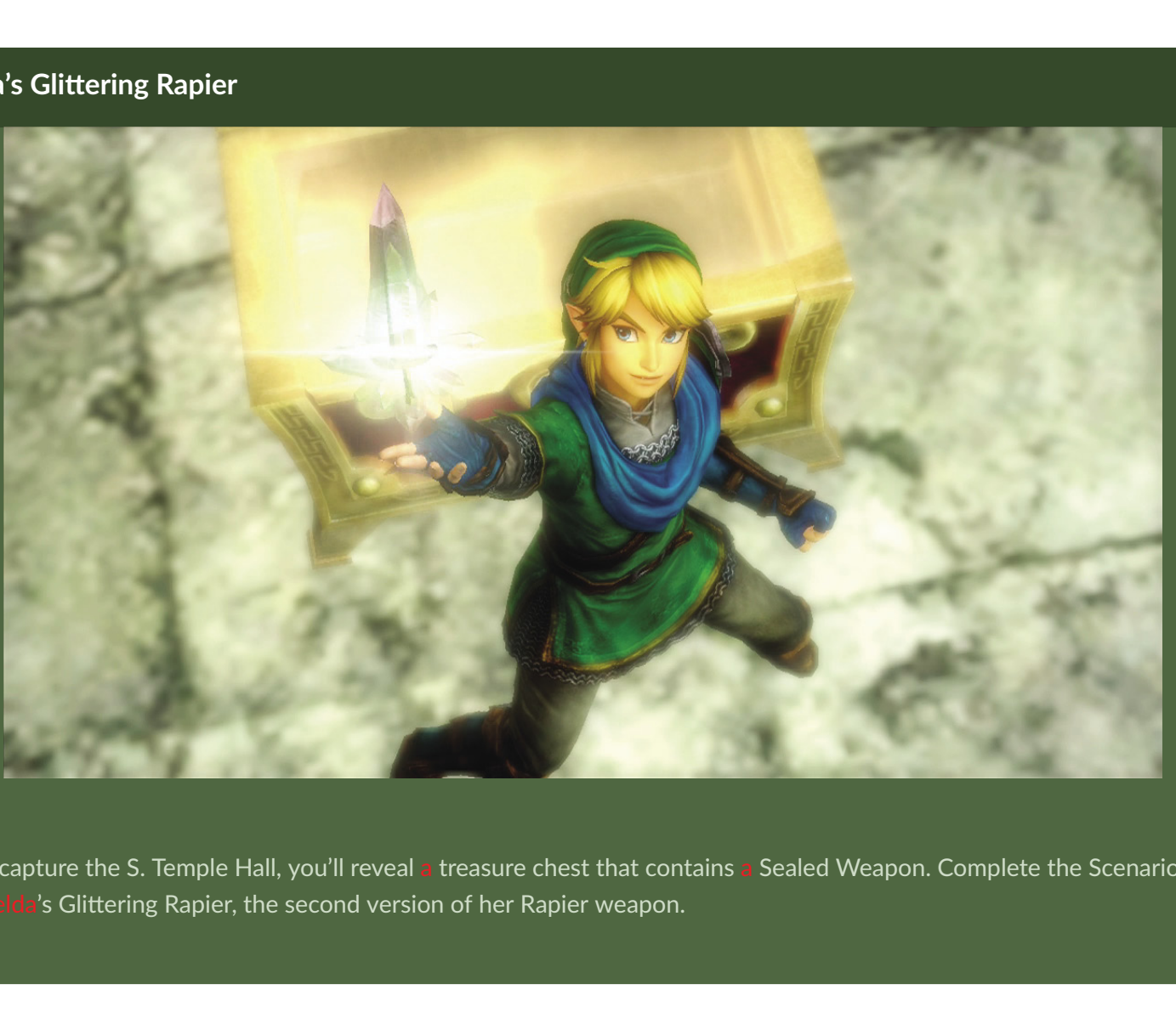

Gatekeeper
Acquire the Master Sword!
4196
1147 K.O.
LV 22

The Temple of the Sacred Sword is full of Wizzro's minions, who are bent on keeping you from reaching the Master Sword. Take either a left or right after entering the temple, capture the nearby Keep, then head up the stairs. At the top of the stairs is a large room containing two Gatekeepers. Defeat them and the chamber of the Master Sword is open to you.

Piece of Heart Opportunity

If you capture the N. Temple Hall Keep while playing as Lana, a treasure chest appears. It contains her Piece of Heart for this Scenario.

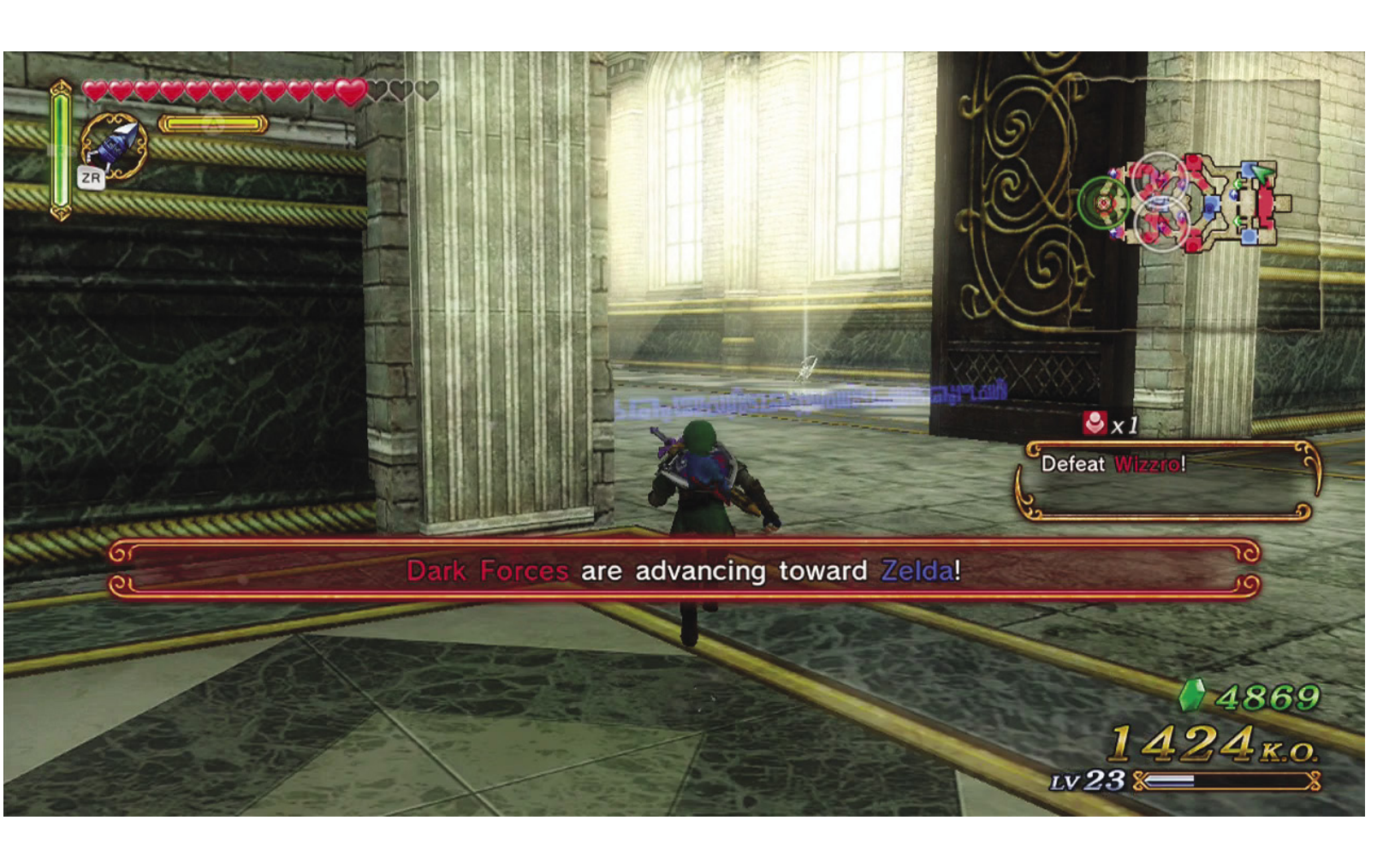
Zelda's Glittering Rapier



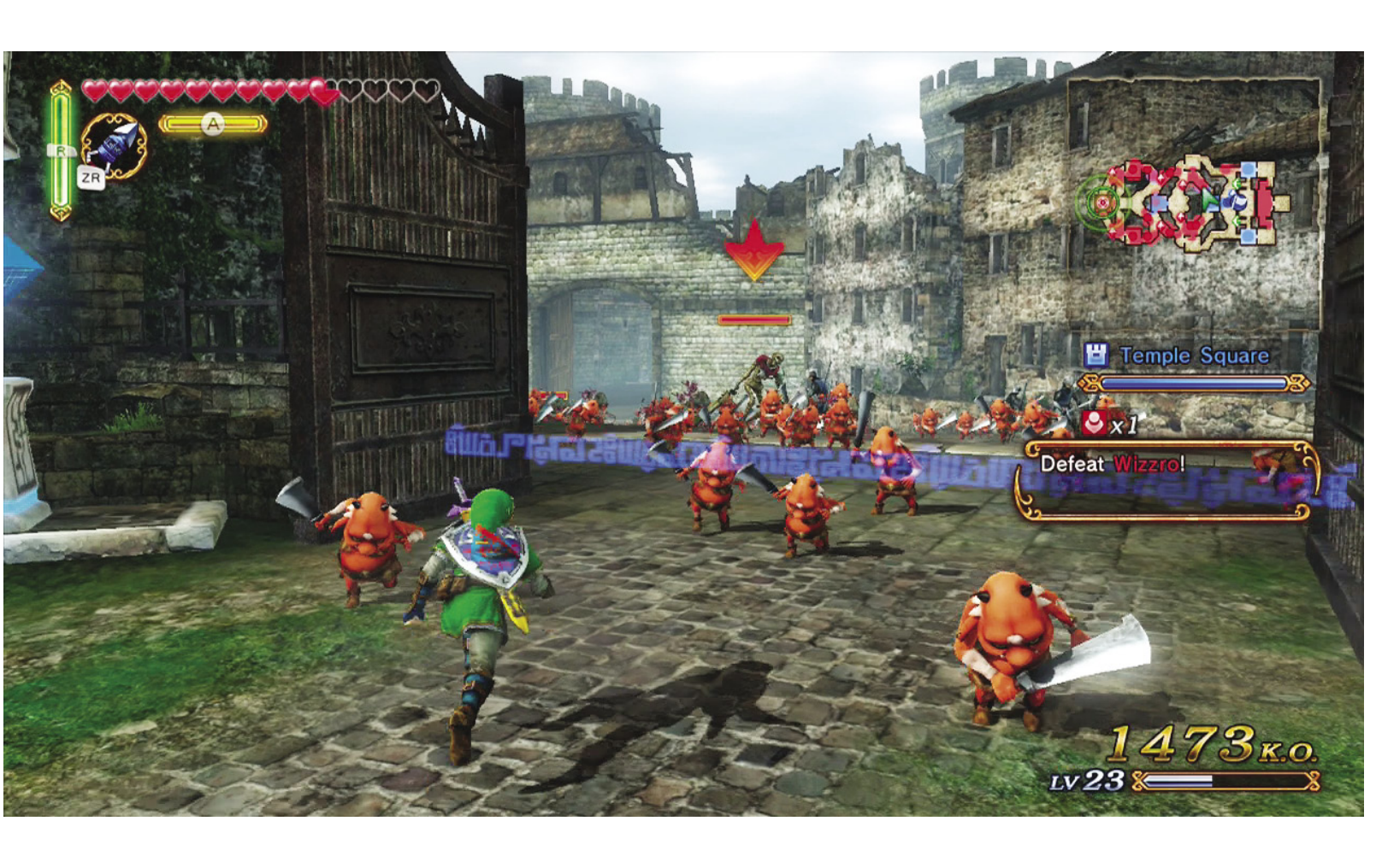
If you capture the S. Temple Hall, you'll reveal a treasure chest that contains a Sealed Weapon. Complete the Scenario to find Zelda's Glittering Rapier, the second version of her Rapier weapon.

The Blade of Evil's Bane

After you grab the Master Sword, Wizzro teleport into the room and assaults Link. With the Blade of Evil's Bane in hand, show Wizzro that you're not taking anymore of his shenanigans. Attack Wizzro until you get his health down to around half. He then flees the scene and reappears on the west side of the map, bringing with him a large pool of reinforcements.


x1
Defeat Wizzro!
Dark Forces are advancing toward Zelda!
4869
1424 K.O.
LV 23

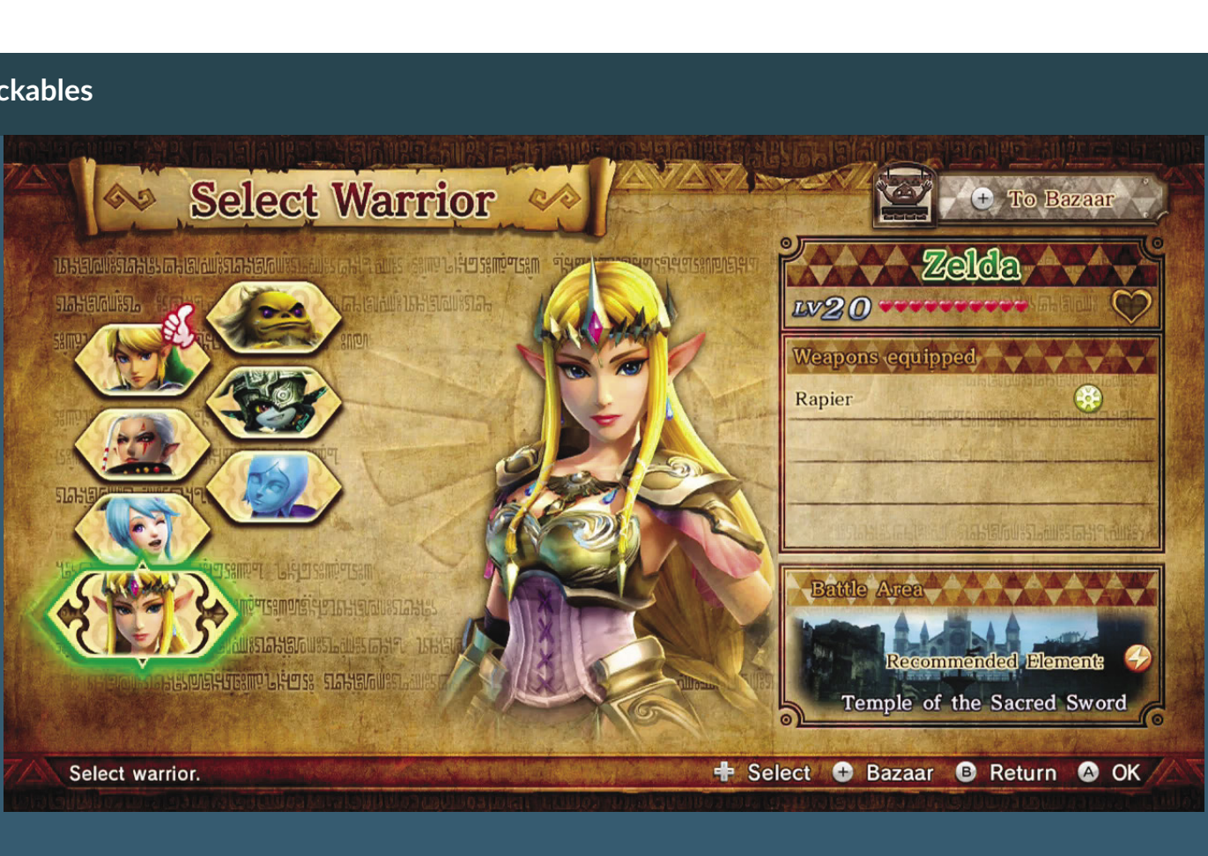
Wizzro then sends his reinforcements directly after Princess Zelda. Zelda retreats into the Temple of the Sacred Sword with Lana, where she tries to make a stand against Wizzro's attack. Leave the temple and wait in the Temple Square Keep. All of Wizzro's Captains will make their way through here, so this is an excellent spot to intercept them as they try to attack Zelda.


Temple Square
x1
Defeat Wizzro!
1473 K.O.
LV 23

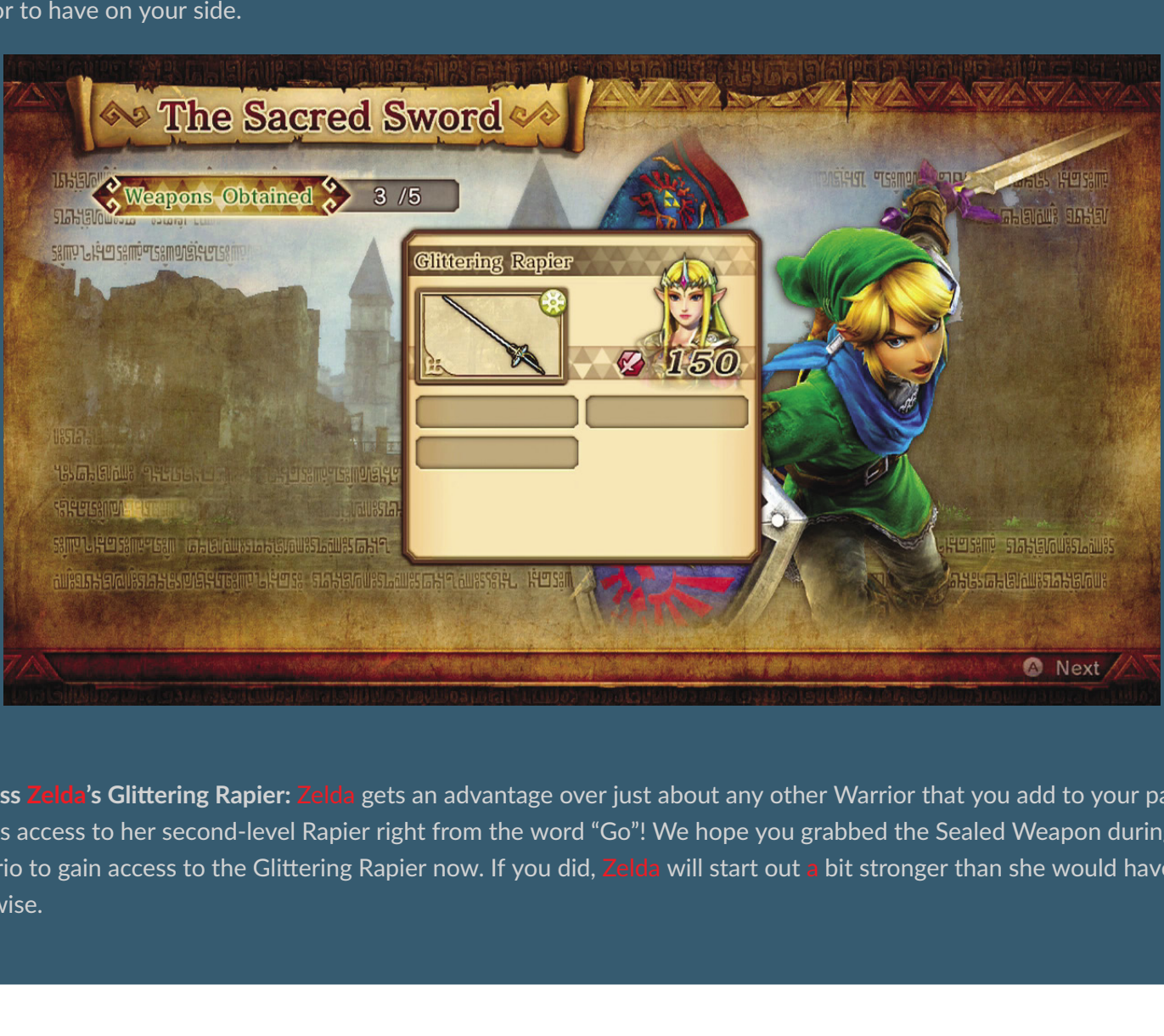
After you defeat the first wave of Captains, Wizzro calls on another wave to attack Zelda one more time. Hold firm in the Temple Square Keep and intercept them as they move through it. This time Wizzro joins the raid party, so be prepared for him to enter the Keep as well.

Once you defeat Wizzro, the victory is yours!

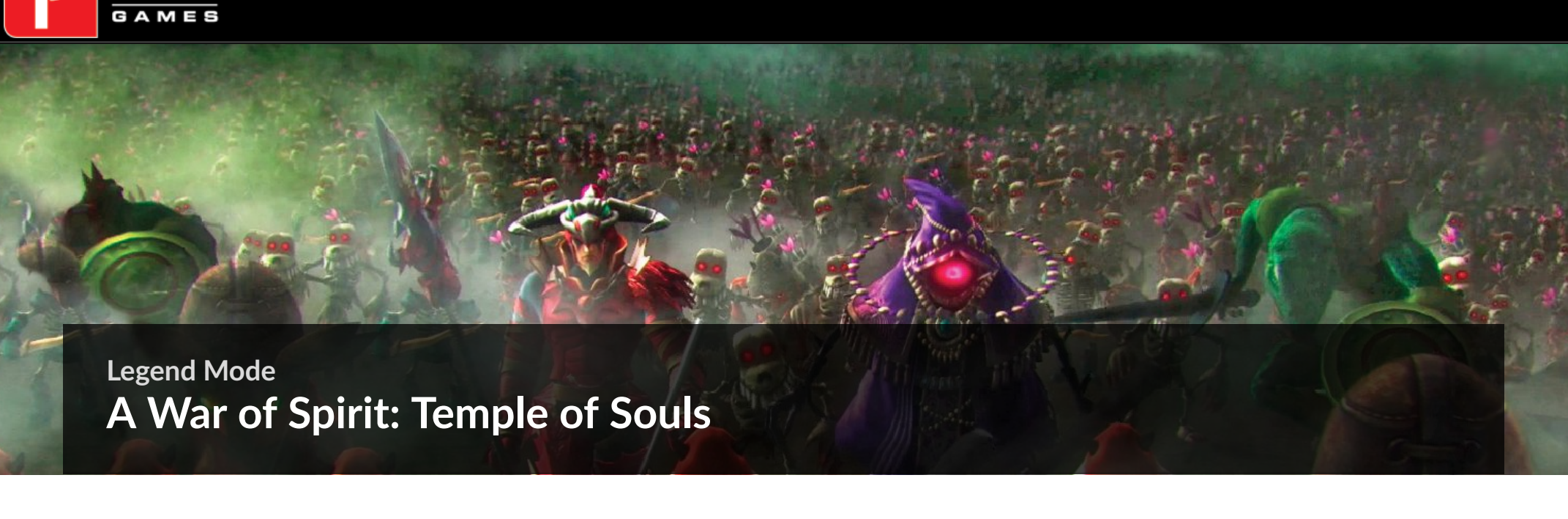
Unlockables


Select Warrior
To Bazaar
Zelda
LV 20
Weapons equipped
Rapier
Battle Area
Recommended Element
Temple of the Sacred Sword
Select warrior.
Select
Bazaar
Return
OK

Princess Zelda: The one who has been missing for all this time has not only been found, but is now a permanent party of your Warrior pool. Graceful, wise, beautiful, and powerful, Princess Zelda may be royalty, but she also knows how to handle herself on the battlefield. Using her Ⓧ (Ⓨ in Zelda Style) skill, you'll be able to power up any of her Combo Attacks by pressing Ⓧ (Ⓨ in Zelda Style) several times at the end of the combo. She is an undeniably excellent Warrior to have on your side.

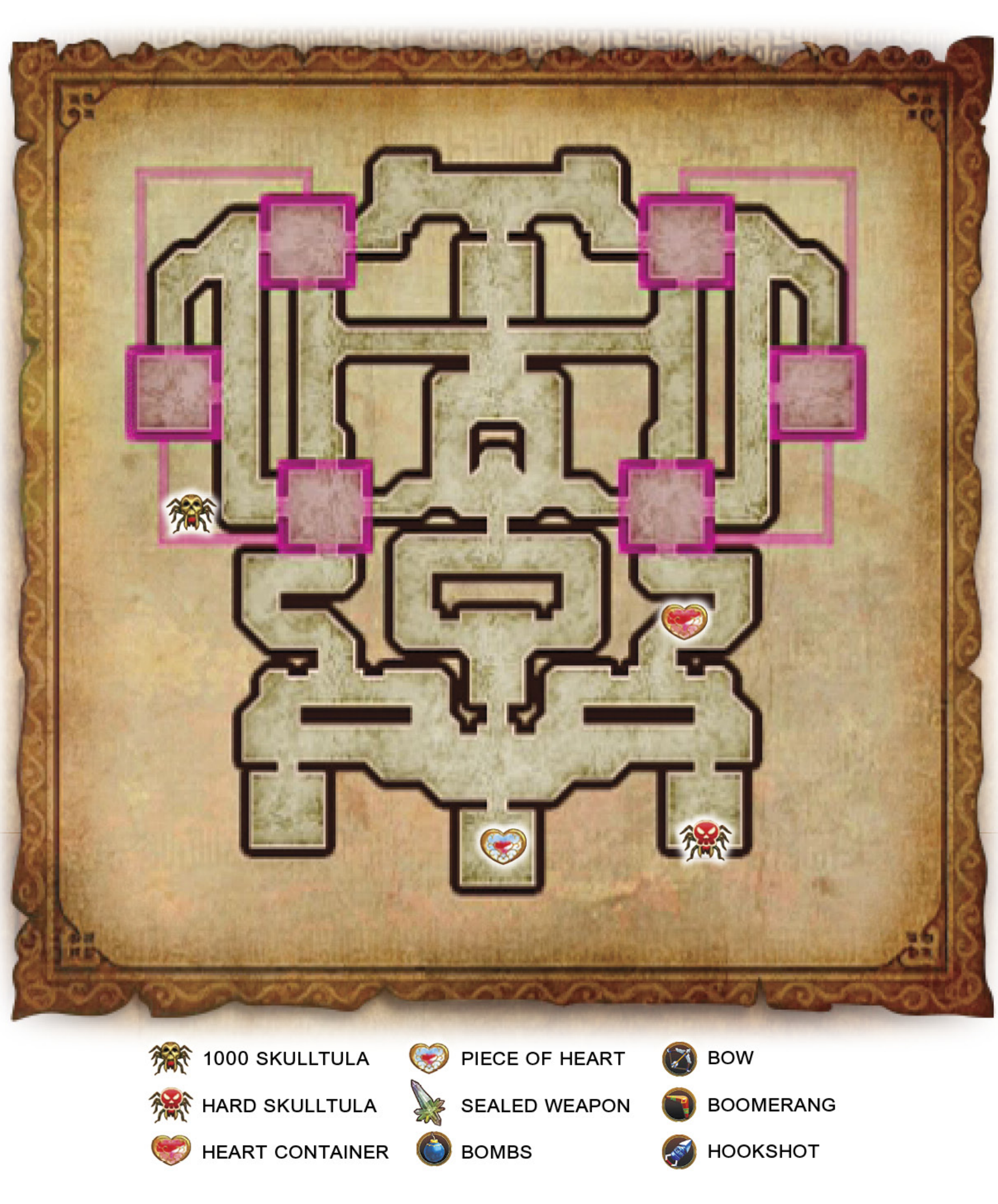

The Sacred Sword
Weapons Obtained
3 /5
Glittering Rapier
150
Next

Princess Zelda's Glittering Rapier: Zelda gets an advantage over just about any other Warrior that you add to your party: she has access to her second-level Rapier right from the word "Go"! We hope you grabbed the Sealed Weapon during the Scenario to gain access to the Glittering Rapier now. If you did, Zelda will start out a bit stronger than she would have otherwise.



Legend Mode

A War of Spirit: Temple of Souls


1000 SKULLTULA
HARD SKULLTULA
HEART CONTAINER
PIECE OF HEART
SEALED WEAPON
BOMBS
BOW
BOOMERANG
HOOKSHOT

Playable Characters

Link

Zelda*

Lana*

Impa*

Darunia*

Fi*

Sheik*

*After completing the Scenario once.

Heart Container

Impa

Piece of Heart

Fi

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Zelda's Rapier—Get Impa, Lana, Darunia, Midna, and Fi safely off the battlefield after Dark Link vanishes.

Unlockables

None

Victory Conditions

Defeat Cia.

Defeat Conditions

If Zelda flees.

Cia On the Move

The heroes pursue Cia to the Temple of Souls, a warped nightmare that appears to be Cia's hideout. With the Master Sword in hand, Link's effectiveness on the battle is exponentially higher, but Cia still has a few more tricks up her sleeve to fell the newfound hero. This temple houses mysteries and danger for all but the strongest of Warriors. Be on your guard.

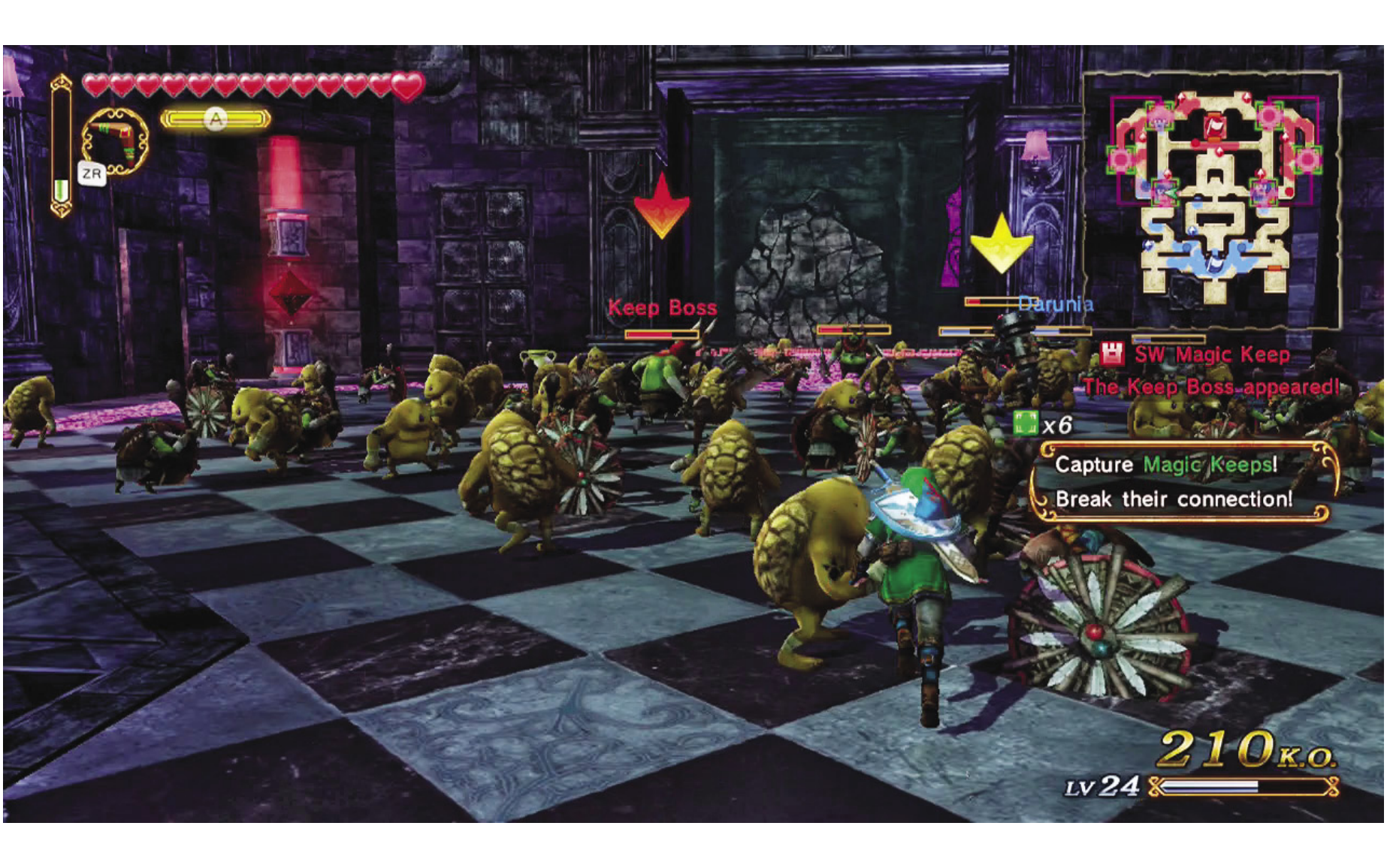
Break the Flow!

A War of Spirit
Time Limit: 60 00
Battlefield Info
Current Status
Warrior Info
Tutorial
Settings
Exit Scenario
Start Battle
Select
OK

Your first task for this Scenario is to capture the pink Magic Keeps on the west and east sides of the map. These Keeps will be used to teleport ReDead Knights into the battle and will also boost their morale, meaning they will deal much more damage and will be harder to kill. Getting this mission done immediately should be your highest priority; these ReDeads can wreak all sorts of havoc on your forces if left unchecked.

As you defeat the ReDeads, more will pour out of any Magic Keeps still active, so make capturing each Keep your main priority, and then take out the ReDead Knights.

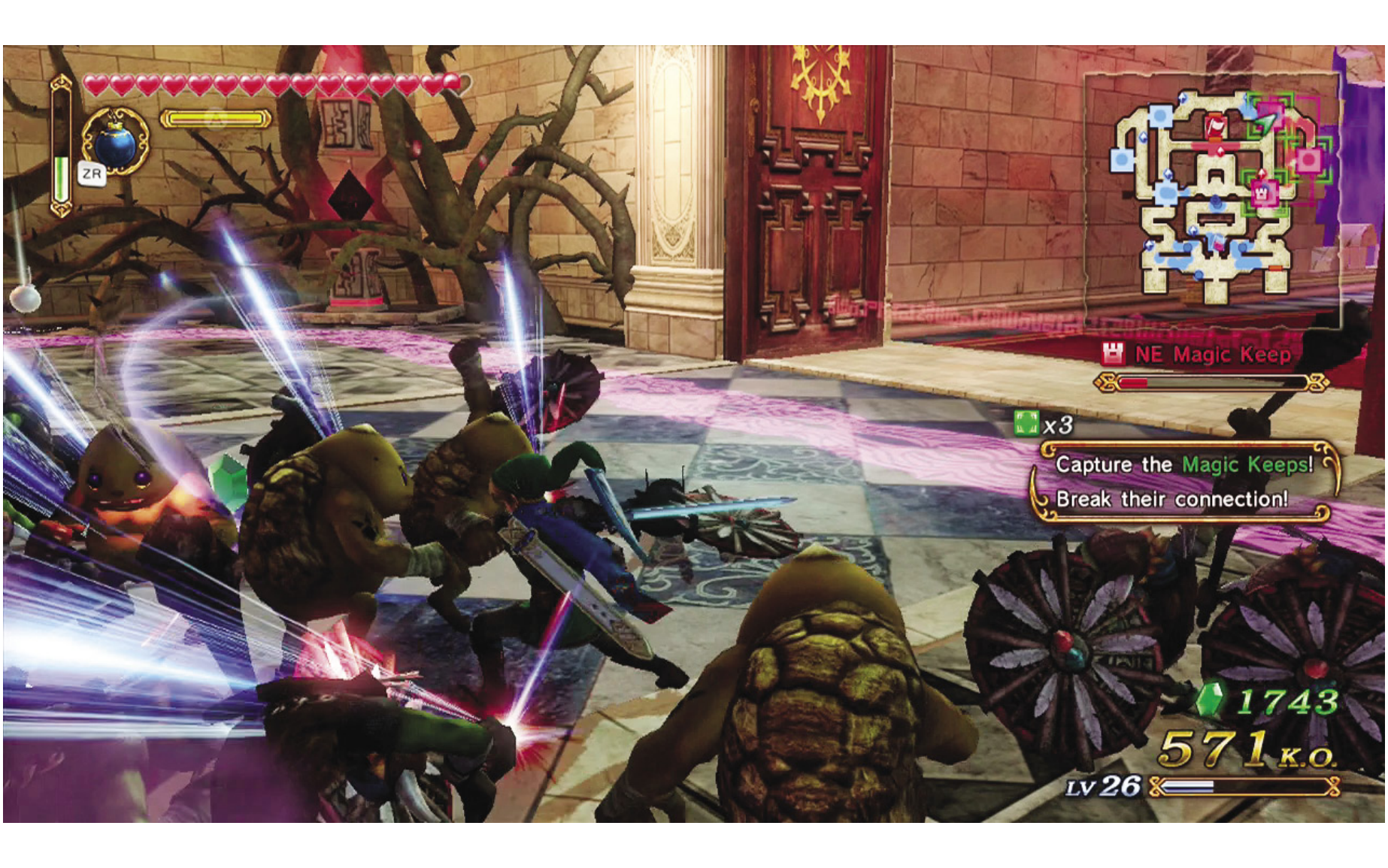
Attack the Western Keeps!


Keep Boss
Darunia
SW Magic Keep
The Keep Boss appeared!
x6
Capture Magic Keeps!
Break their connection!
210 KO
LV 24

Start by heading the SW Magic Keep. A ReDead Knight is most likely in there, but have no fear: If you remember how Gibdos work, then you know exactly what to expect from a ReDead Knight.

Next head to the West Magic Keep and capture it. You need to capture only the middle Magic Keep on each side of the map, but it's better to capture them all because you're in the area anyway. Once you're done capturing the West Magic Keep, head to the NW Magic Keep and capture it, too.

When East Meets West


NE Magic Keep
x3
Capture the Magic Keeps!
Break their connection!
1743
571 KO
LV 26

Make your way across the top of the map to the east side of the battlefield, then capture the eastern Magic Keeps. After you capture the middle Keep, the flow of magic will stop, meaning the ReDead Knights will stop returning and the ones still on the field will lose their morale boost. Stopping the flow of magic through the Magic Keeps will also open the Sorceress' Room. Capture the SE Magic Keep before entering Cia's room to make sure you have extra control on the battlefield.

> **Securing the Field**
>
> This is a great time to clear out any remaining ReDead Knights and mop any clusters of enemy soldiers. The Scenario won't advance until you step into the Sorceress' Room, so you can take your time making sure your army is safe and fit to fight.

Heart Container Opportunity

If you're playing as Impa, you can run south of the SE Magic Keep, at the end of the winding path to find a boulder. Under the boulder is a chest containing Impa's Piece of Heart for this Scenario.

Gold Skulltula Opportunity

Behind the cracked wall to the west of the SW Magic Keep is the 1,000 KO Skulltula. Just blow up the wall with your Bombs and it's yours for the taking.

Mirror Match

As soon as you enter the Sorceress' Room, Cia approaches Link with a new sinister plan at play. Link's overconfidence in battle has led to a darkness growing in his heart and Cia plans to utilize that darkness for her own gains. She casts a spell on Link that drags his negative traits from his heart and turns them into a doppelganger. Quite literally, Link must face his inner darkness come to life in the form of Dark Link.

Dark Link
Dark Link
Captain
I can see the darkness in your heart...but can you overcome it? Don't disappoint me, love!
861 KO
LV 27

This fight can get pretty tough, so you need to be alert to avoid getting caught in Dark Link's combos. Everything Link can do Dark Link can do as well, so you know that this foe is dangerous. The best way to challenge Dark Link is by using the baiting strategy of guarding until his Weak Point Mark appears. It's going to take several Weak Point Smashes to bring Dark Link to his knees, so don't lose focus for even a second if you want to survive this encounter!

The True Darkness!

Dark Link
Outpost Captain
More Dark Links have appeared!
896 KO
LV 27

After defeating the first Dark Link, four more Dark Links appear around the battlefield. You must challenge and defeat at least two of them to complete this mission. Luckily, your teammates will do their part to weaken the Dark Links while you're facing off with one yourself.

Ganondorf Enters the Fray

Having loosened the restraints that have kept his spirit sealed away, the evil Ganondorf appears on the battlefield to face off with the heroes. Ganondorf will bring with him a small army to help his cause: The destruction of the heroes. Your allies feel that fighting with Ganondorf at this point in time is folly, and decide that regrouping in the Temple of Souls would be the best option.

Where There Is Light . . .

Another Dark Link appears inside the Sorceress' Room and politely waits to be challenged. This is an excellent time to sweep the field of any remaining Dark Links and Ganondorf's forces, as they are undoubtedly causing all sorts of trouble on the battlefield right now.

Piece of Heart Opportunity

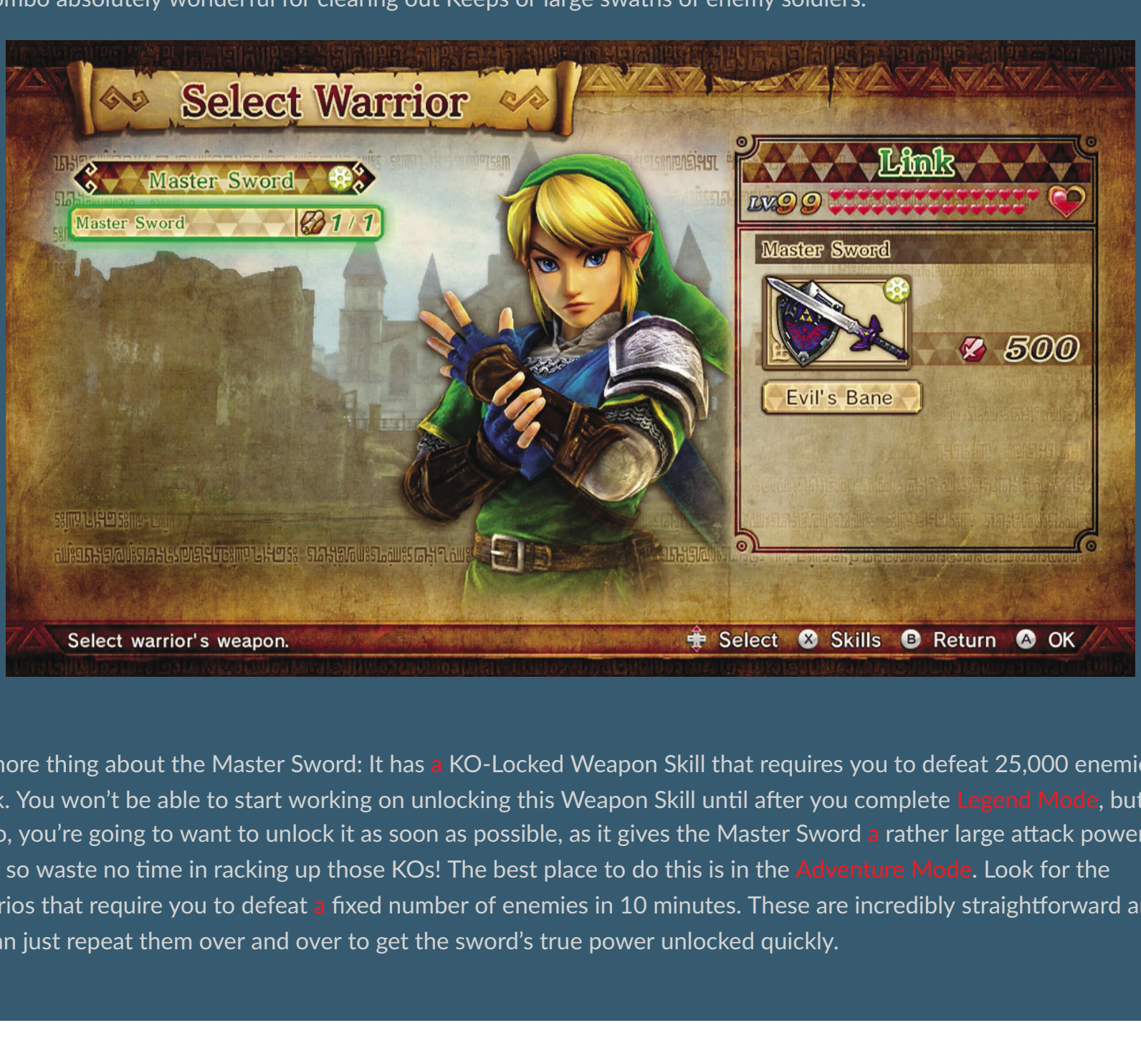
If you're playing as Fi, you can run down to the South Garden Keep and capture it to reveal a treasure chest containing her Piece of Heart for this Scenario.

Dark Link
x1
Defeat the Dark Link in the Sorceress's Room!
Cia's trap has closed the Sorceress's Room!
1003 KO
LV 29

Once you feel that your allies are safe, head into the Sorceress' Room and fight the Dark Link. The second you step foot in the room, the doors behind you close. After you take down this Dark Link, three more appear in the room with Link. Fortunately, Link doesn't have to face these dark apparitions alone; during a cutscene, all of your allies enter the room to help quickly defeat the Dark Links. Link learns that true strength lies in the hearts of those who support him, instead in of the power of his weaponry. With this lesson learned, Link sees the Master Sword begin glowing and transform from the Base Master Sword to the actual Master Sword.

Now that the Dark Links have been defeated, the doors to the Sorceress' Room swing open, allowing you to walk free from your temporary prison.

> **Wielding the Master Sword**
>
>
>

Activate the three sealed statues!
> Zelda
> It will take all three of your abilities to awaken the sealed statues.
> 0 KO
> LV 99
> MAX
>
> The Master Sword functions just like Link's Hylian Swords, except with a few key differences. Aside from starting out with intense power, the Master Sword can shoot beams if you're at full health. If you've upgraded Link's Badges to extend his Regular Attack combo, he can shoot beams out of the Master Sword at the end with the last attack in the combo. If you use a Special Attack that launches Link into the air like his ⓎⓍ (ⒷⓎ in Zelda Style) or his ⓎⓎⓎⓍ (ⒷⒷⒷⓎ in Zelda Style), every attack you do in the air shoots beams at nearby enemies. His last major improvement with the Master Sword comes from his ⓎⓎⓍ (ⒷⒷⓎ) combo. Instead of shooting a cyclonic blade beam, Link fires three large energy beams out of the Master Sword, making this combo absolutely wonderful for clearing out Keeps or large swaths of enemy soldiers.
>
> 
>

Select Warrior
> Master Sword
> Master Sword
> 1/1
> Link
> LV 99
> Master Sword
> 500
> Evil's Bane
> Select warrior's weapon.
> Select
> Skills
> Return
> OK
>
> One more thing about the Master Sword: It has a KO-Locked Weapon Skill that requires you to defeat 25,000 enemies to unlock. You won't be able to start working on unlocking this Weapon Skill until after you complete Legend Mode, but once you do, you're going to want to unlock it as soon as possible, as it gives the Master Sword a rather large attack power boost, so waste no time in racking up those KOs! The best place to do this is in the Adventure Mode. Look for the Scenarios that require you to defeat a fixed number of enemies in 10 minutes. These are incredibly straightforward and you can just repeat them over and over to get the sword's true power unlocked quickly.

There Is Shadow

Lana
SW Magic Keep
Ganondorf is fighting with Zelda!
4318
1327 KO
LV 29

Cia becomes furious when her grand plans collapse. She strikes out against the heroes with reinforcements to her army before beating a hasty retreat. Your allies, still worried about the dangerous of the temple and Ganondorf's presence, feel that they should follow suit. Lana suggests that the team escape through the West Garden in the southwest corner of the map, but Ganondorf has other plans for the heroes. He moves to intercept them en route to the exit. At this point, if any of your allies are forced to flee you will fail the Scenario, so looking out for their safety is in your best interest. Don't worry about Ganondorf at the moment; Zelda hangs back and challenges the Gerudo warrior to keep him busy.

Ganondorf
Ganondorf
x1
Defeat Ganondorf!
1406 K.O.
LV 30

Once your allies have successfully escaped the area, go back to Zelda and assist her with the fight against Ganondorf.

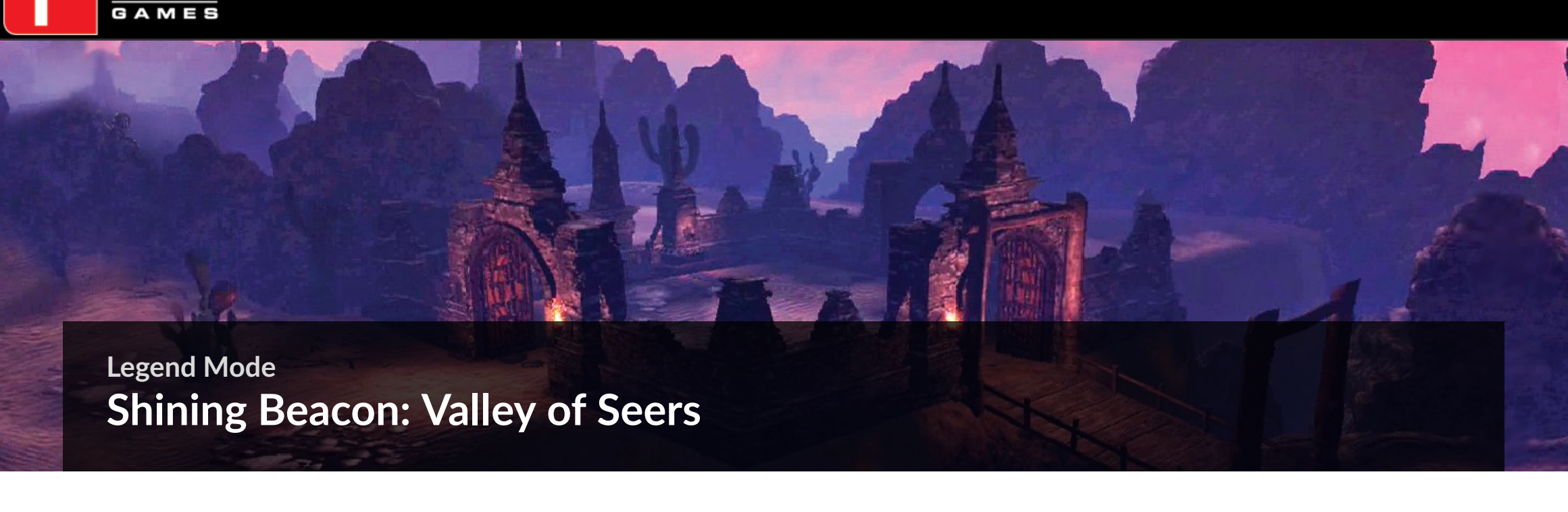
Hard Gold Skulltula Opportunity

Defeat any Captains that are in the way of your teammates' exit path to speed up their retreat; Zelda should be fine by herself for a bit. If you see her health go below half, race to her aid.

Once your team leaves the map, the Skulltula appears in the East Garden Keep. You'll have to delay defeating Ganondorf until it appears, otherwise the Scenario will end and you'll walk out without your Skulltula.

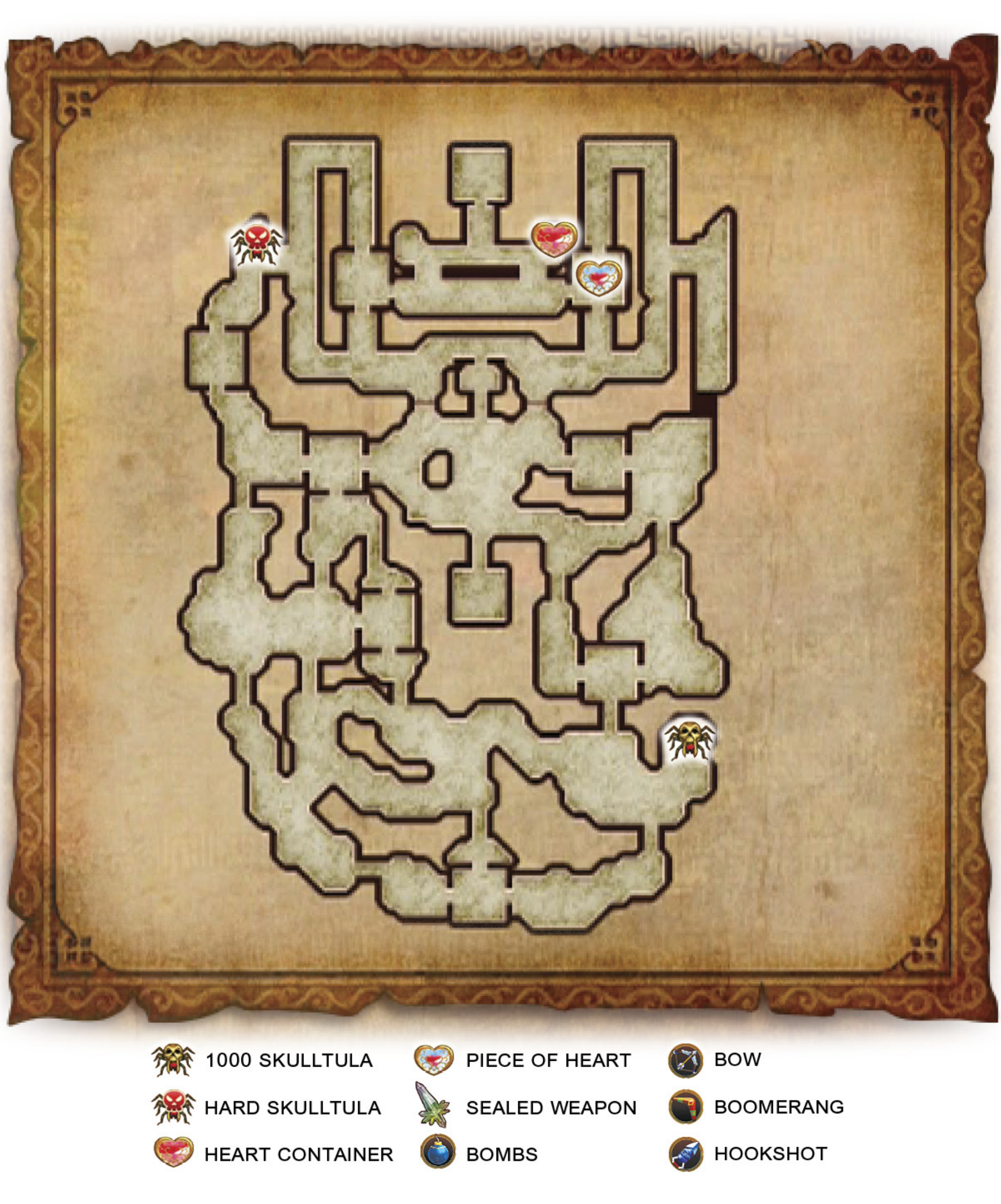
Ganondorf
Ganondorf
x1
Defeat Ganondorf!
LV 30

Ganondorf can hit like a rampaging Manhandla, but his moves are actually quite easy to dodge. Stay a slight distance away from him at all times unless his Weak Point Mark has appeared; he has a few attacks that can hit everything around him in a radius. Bait him by holding your guard up, roll behind him to position yourself for attack, then strike as soon as you see his Mark. Hit him with a handful of Smashes and he's forced to retreat for the time being, winning you this Scenario in the process.



Legend Mode

Shining Beacon: Valley of Seers



Playable Characters

Link

Zelda

Lana

Impa

Sheik

Fi

Midna

Heart Container

Link

Piece of Heart

Midna

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Lana's Spear—Defeat Volga two or more times and open a gate to the Enemy Base while keeping all allies alive.

Unlockables

Ganondorf

Victory Conditions

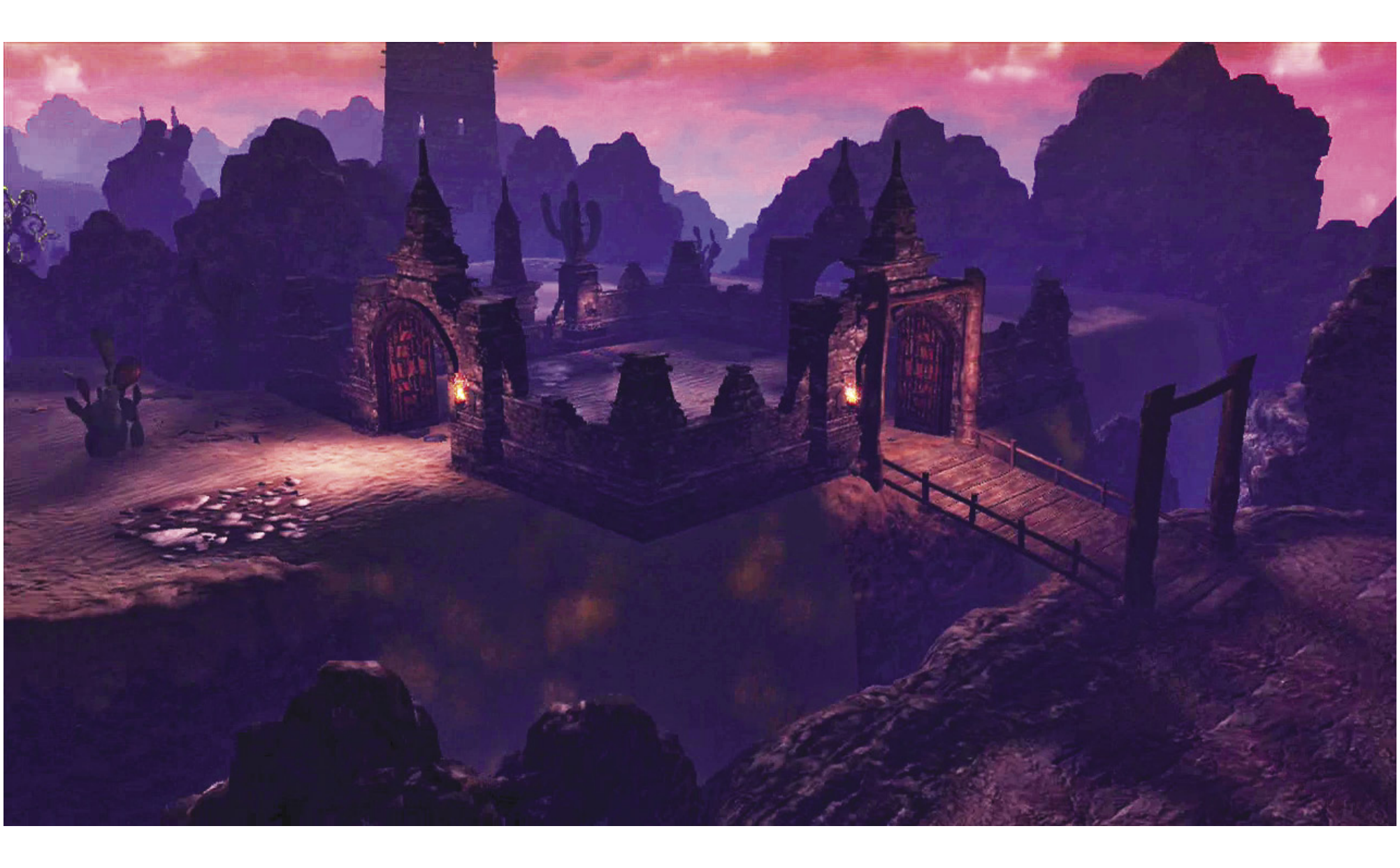
Defeat Cia.

Defeat Conditions

If Zelda flees.

Cia's Final Strike

With the Master Sword powered up and with Cia's defeat at the Temple of Souls, the heroes now stand a fighting chance against the evil sorceress. And Cia is aware of this—and afraid. She found a way to strengthen her soldiers at the cost of her own lifeforce, a reckless and desperate move. The heroes decide to bring the fight to Cia once more in an attempt to bring a conclusion to this war. The time to finish Cia is now!

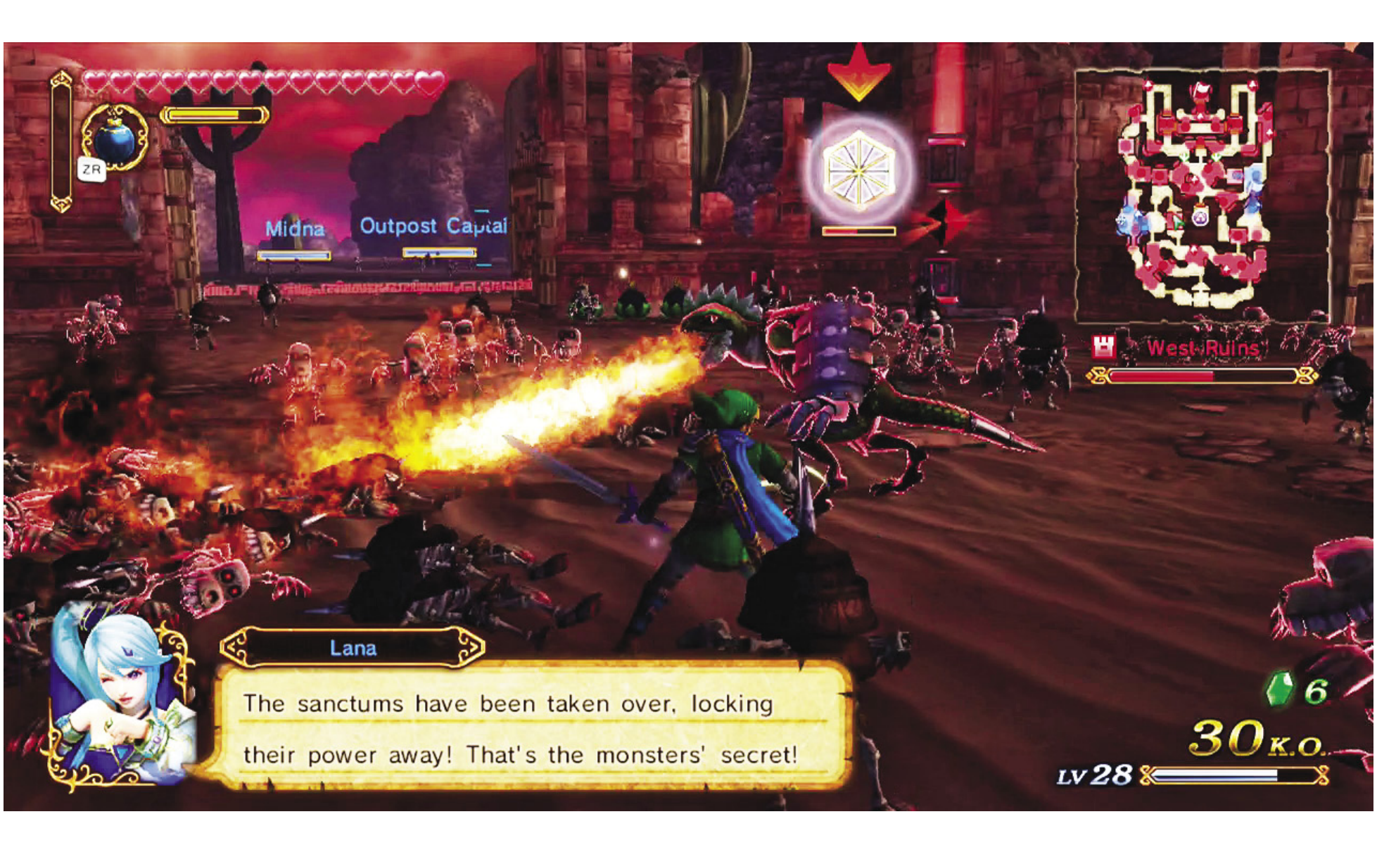


Because of Cia's gambit, all of the enemies start this Scenario with a morale boost. Be careful and don't let your guard down or you'll be knocked out before you know what hit you.

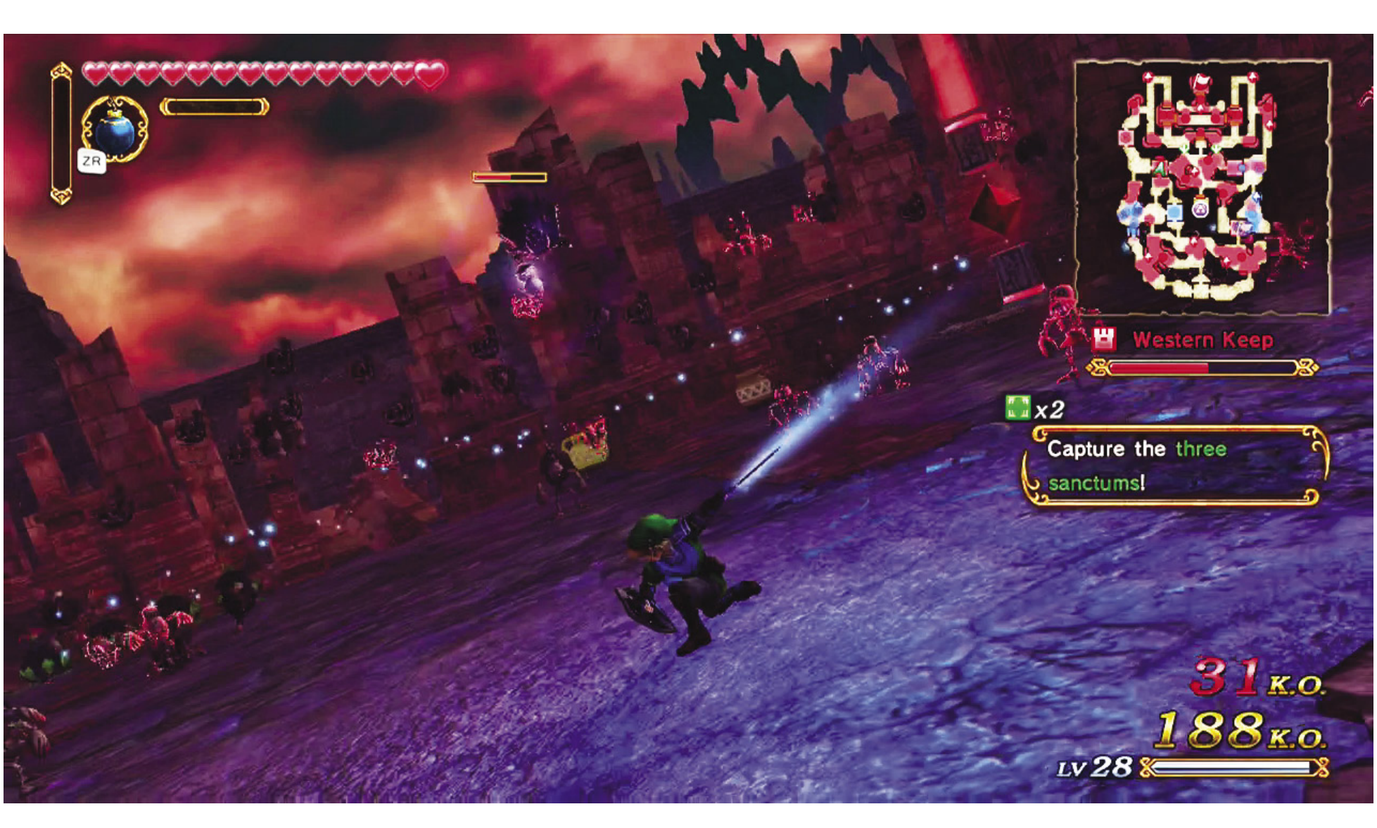
Hard Gold Skulltula Opportunity

To get this Gold Skulltula, you must defeat Volga two or more times while keeping every one of your allies alive. That may sound simple, but believe us when we say, it's not. You'll be running around the battlefield like a crazy person just trying to keep your allies alive. Your allies will eventually scatter across the battlefield, so pay close attention their Health Bars on the Wii U GamePad to avoid being caught off guard.

A Race to the Finish



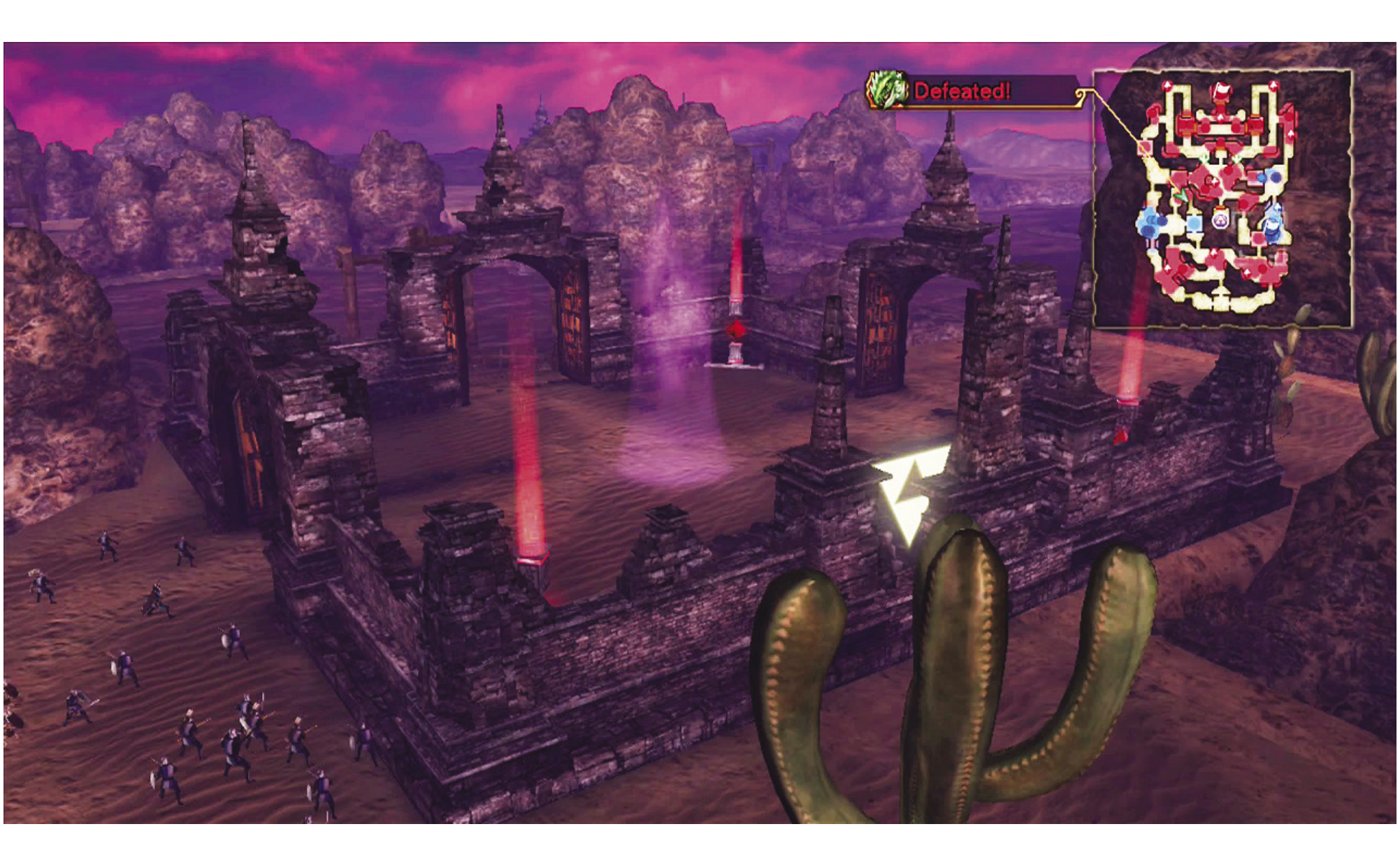
The sanctums have been taken over, locking their power away! That's the monsters' secret!



Capture the three sanctums!

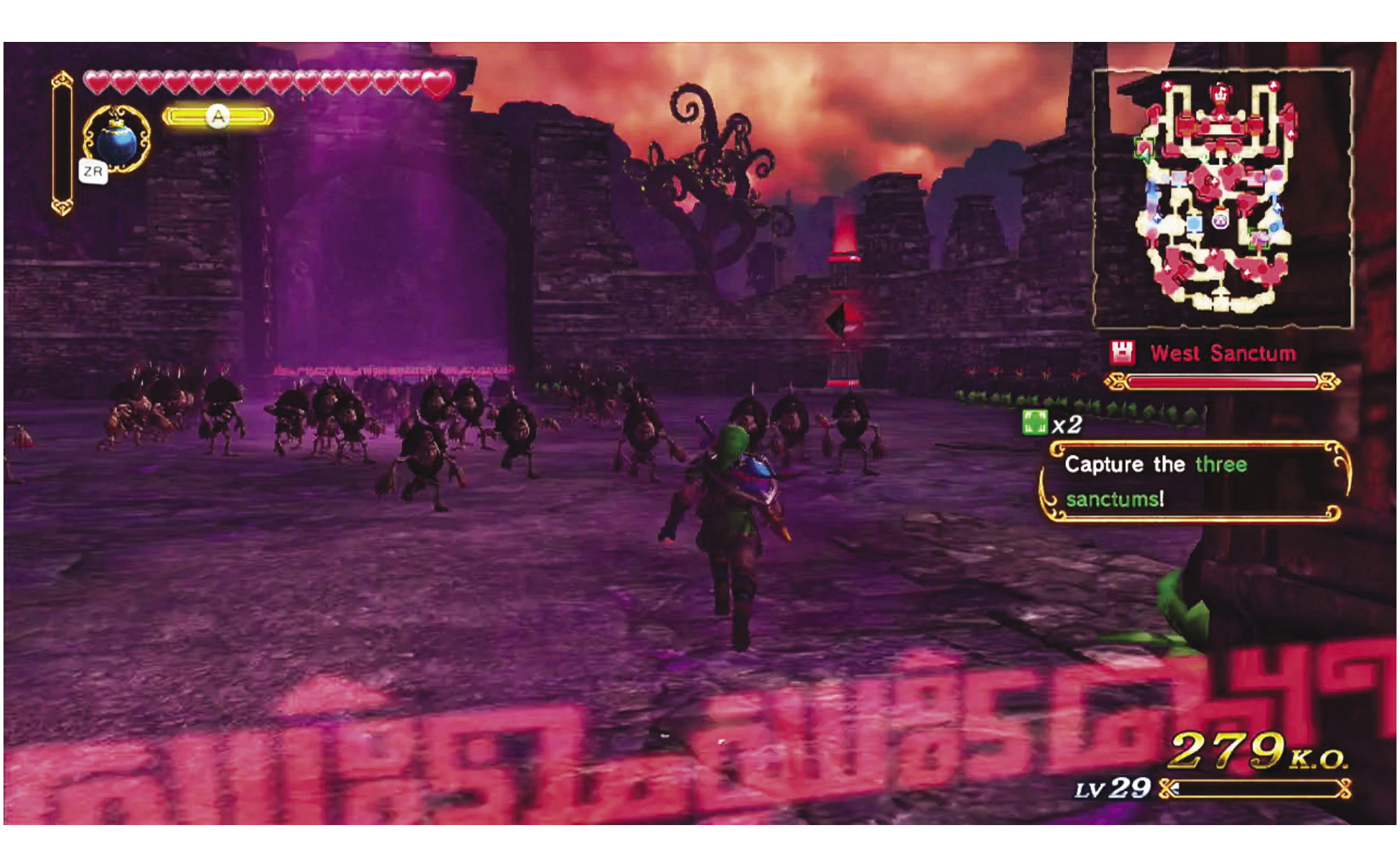
Start this Scenario by immediately racing to the West Ruins and capture it. There is a lull between the start of the Scenario and when you're given your first mission; use that lull to gather as much of a foothold as possible. From the West Ruins, head north to the Western Keep and capture it as well, taking out any Captains you run into along the way.

Capture the Sanctums



By the time you reach the Western Keep you likely have your first mission: capturing the Sanctums. Cia's army is empowered by the use of Sanctums hidden inside certain Keeps. These Sanctums project evil energy, which is making the enemy army stronger. You need to find three different Sanctums and capture the Keeps they are hiding in to cut off the flow of evil energy.

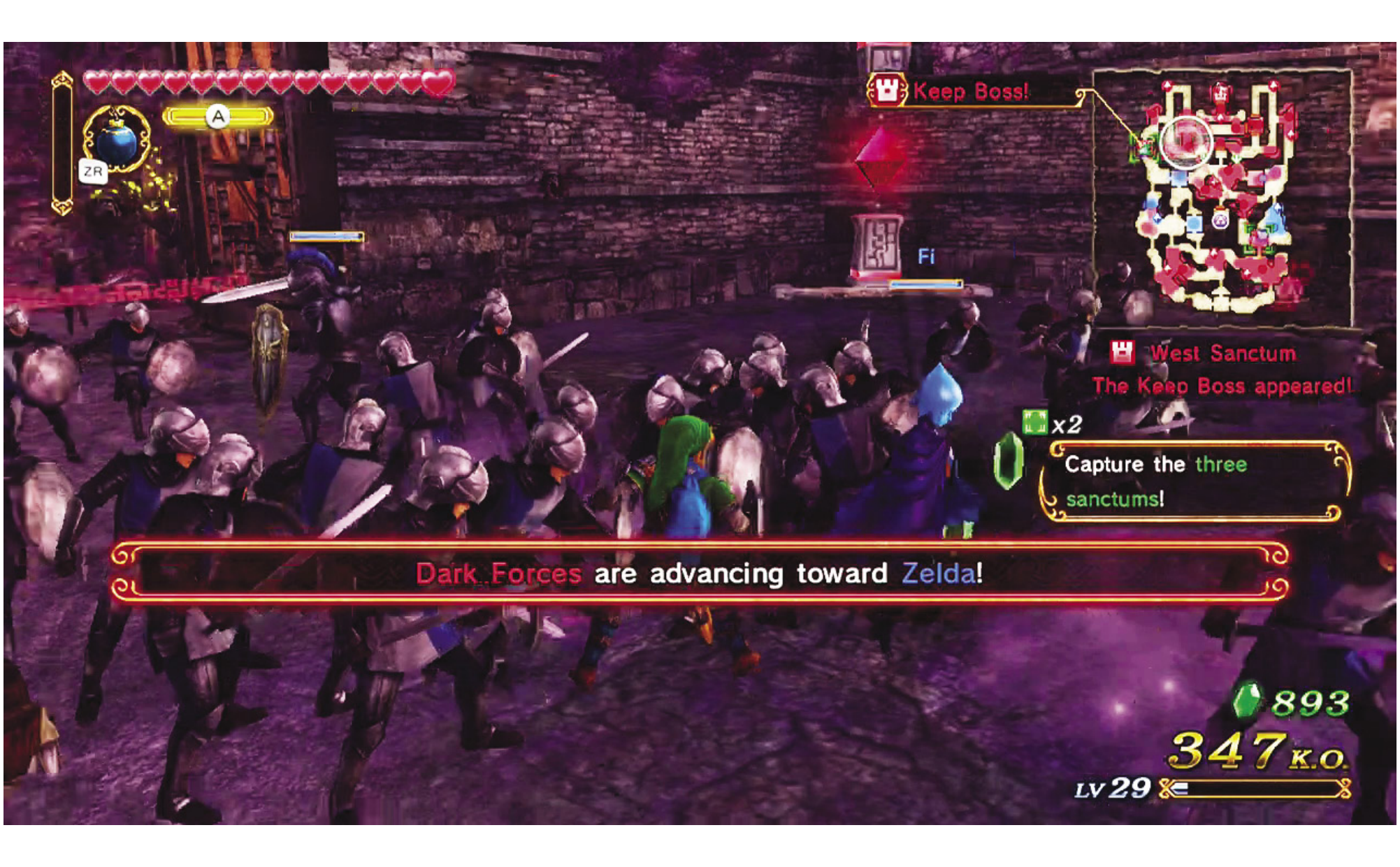
You must also pay very close attention to Zelda during this fight. She's going to run off with Impa to a Sanctum on the east side of the battlefield. They can hold their own for a bit, but given the circumstances of the battle, they're very likely end up in danger before long. If at any point you see Zelda's Health Bar drop below 50 percent, you need to race to her position immediately and defeat all enemy Captains around her. Zelda is fine to deal with the lesser enemies, so don't bother with them.



Capture the three sanctums!

Start your Sanctum hunt by capturing the West Sanctum first, but only after you've captured the Western Keep. Fi will begin to migrate up to it, which you'll want to keep in mind for future events. Once you've captured your first Sanctum, cut across the center of the map and take out any Captains you encounter. If all of your allies are in good health, move to capture the Eastern Keep. If they are not, race to their aid, but try to avoid capturing the East Sanctum. Defeat any Captains you see and heal your allies, but then make your way back to the Eastern Keep and capture it. This will help you maintain field control for the events ahead.

Probably, by the time you reach the center of the map, Cia will have ordered an enemy Captain to attack Zelda in the East Sanctum. The Captain has to move through the center of the battlefield, so you can intercept it if you're still in the area.



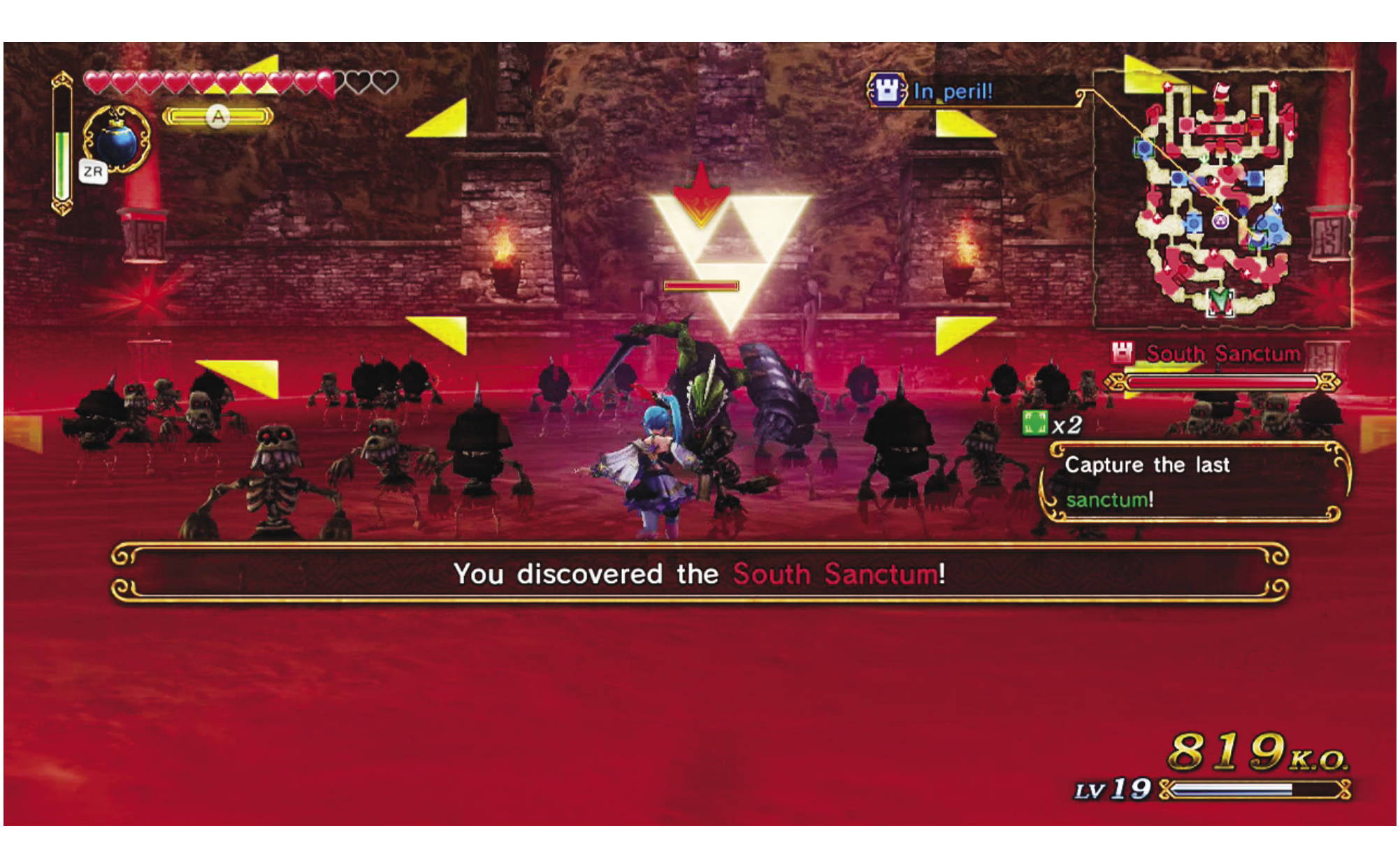
The Keep Boss appeared!

Capture the three sanctums!

Dark Forces are advancing toward Zelda!

Cia then orders an attack on Fi in the West Sanctum. You'll have to race to the West Sanctum to assist Fi in defeating the Captains if you want to help her. Cia continues alternating between sending a Captain to attack Zelda and one to attack Fi until you have captured the remaining Sanctums, so waste no time in assisting your allies and capturing the Eastern Keep.

The South Sanctum



Capture the last sanctum!

You discovered the South Sanctum!

The two Sanctums have been captured, but Cia's evil energy is still pouring over the battlefield. That means there is still a Sanctum remaining. Lana races off to locate the secret Sanctum, but you don't have to wait until she finds it. The Sanctum is actually hidden in the abandoned Keep on the south end of the map. As soon as you step foot inside of the Keep, it fills with enemies and becomes the South Sanctum.

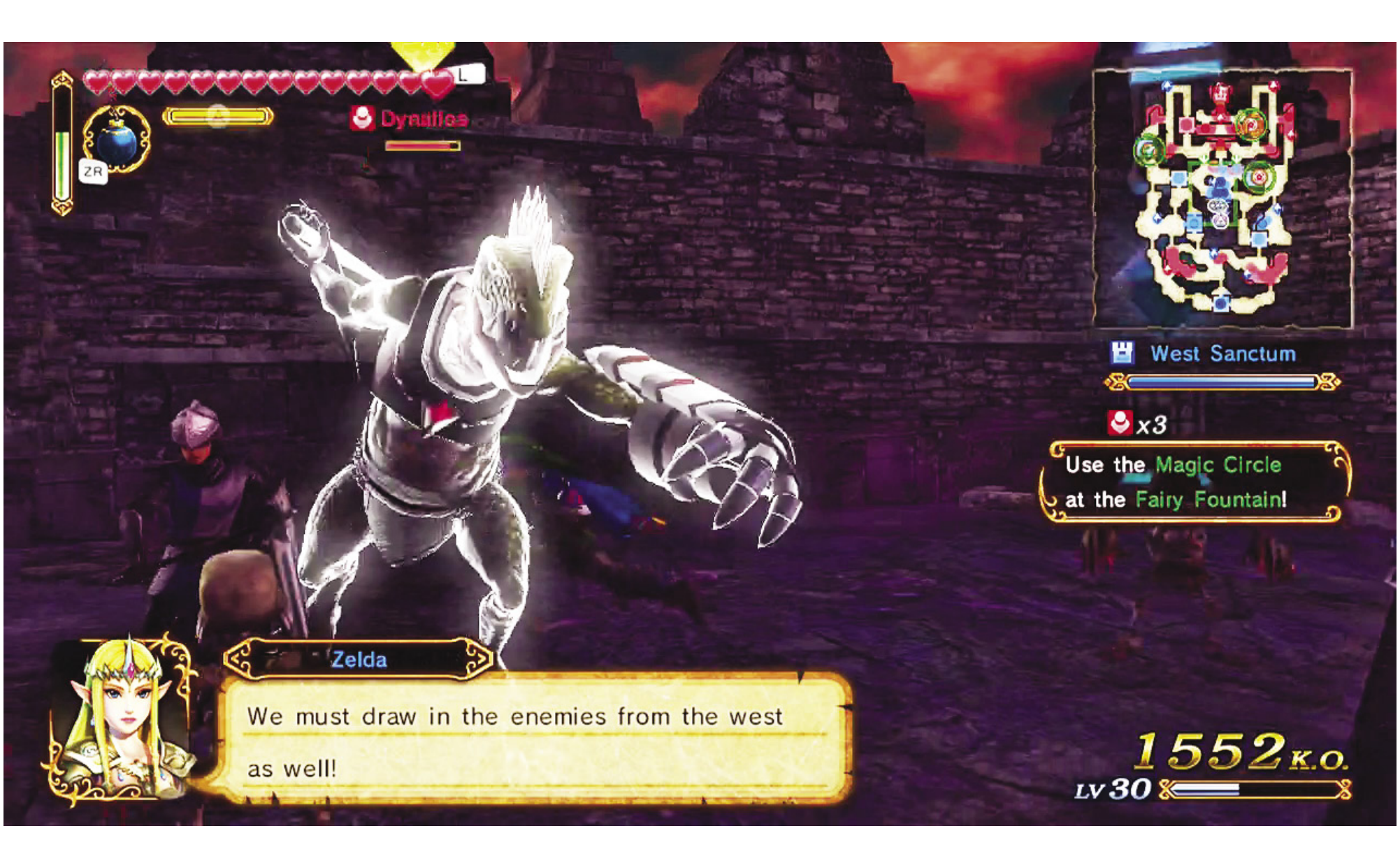
Hurry to capture this Keep to stop Cia's endless attacks on your allies.

Gold Skulltula Opportunity

South and to the east of the East Sanctum Keep, you'll find the Gold Skulltula hiding under a boulder. Destroy the boulder, then destroy the Skulltula to get your puzzle piece.

Hook, Line, and Sinker

In a blind rage, Cia uses more of her lifeforce to summon reinforcements to the battlefield. Zelda has a plan to deal with this latest wave of enemies, but it requires the help of the Great Fairy. Zelda asks for an escort to the Great Fairy Fountain, but if you were successful in capturing the Keeps we listed earlier, she'll have no problem getting to the Fairy Fountain on her own. Instead of escorting her, focus on clearing out the enemy Captains that just entered the field.

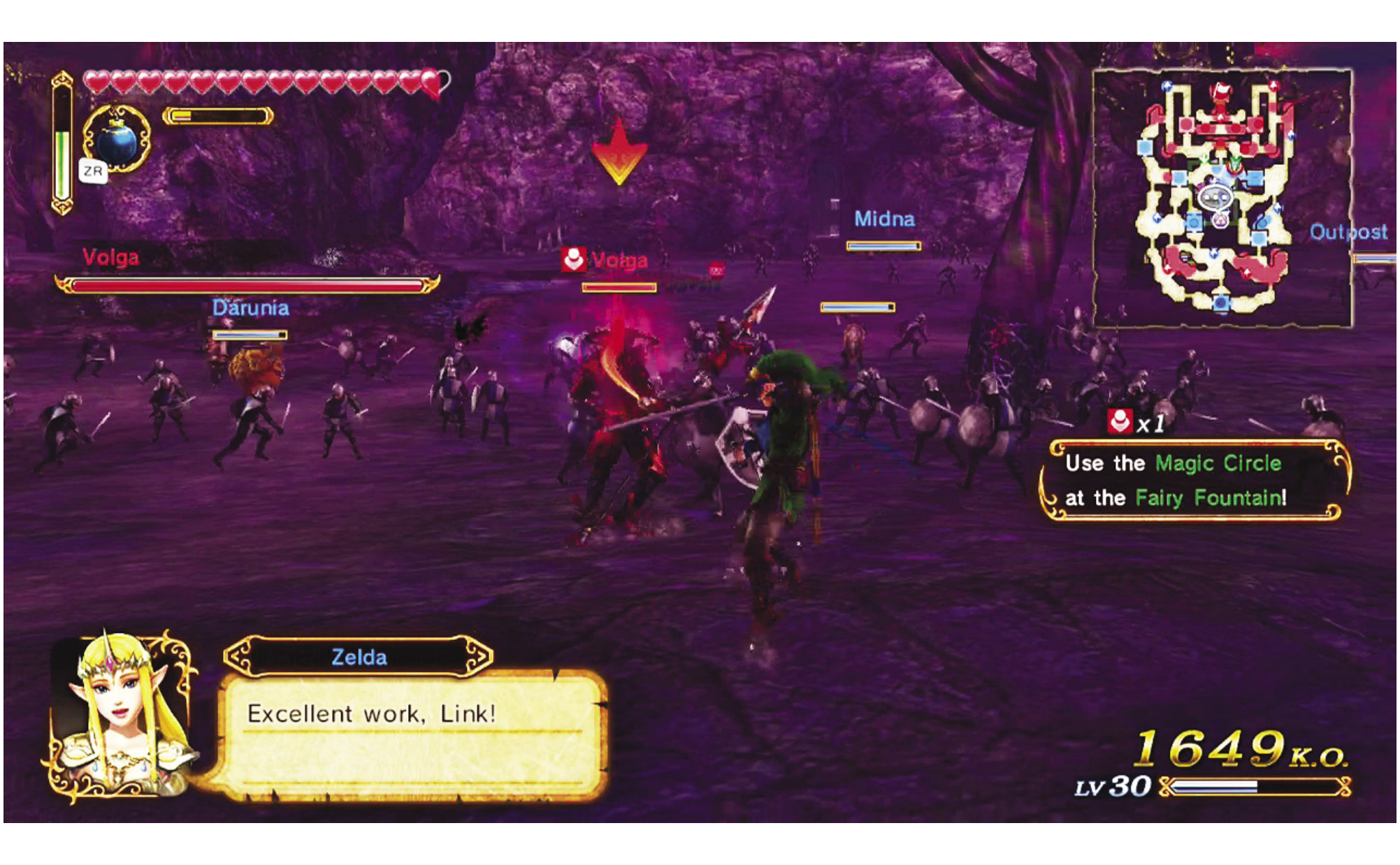


Use the Magic Circle at the Fairy Fountain!

We must draw in the enemies from the west as well!

Zelda enters the Fairy Fountain, targets three enemy Captains on the field, and gives you explicit instructions to bring them to the center of the map, just above the Fairy Fountain. Head to each Captain marked on your map and approach them, but DO NOT ATTACK. A moment after you approaching one, the Captain begins racing toward the center of the map—that's a good thing. Let it leave while you head off to another targeted Captain.

Volga Strikes Back



Use the Magic Circle at the Fairy Fountain!

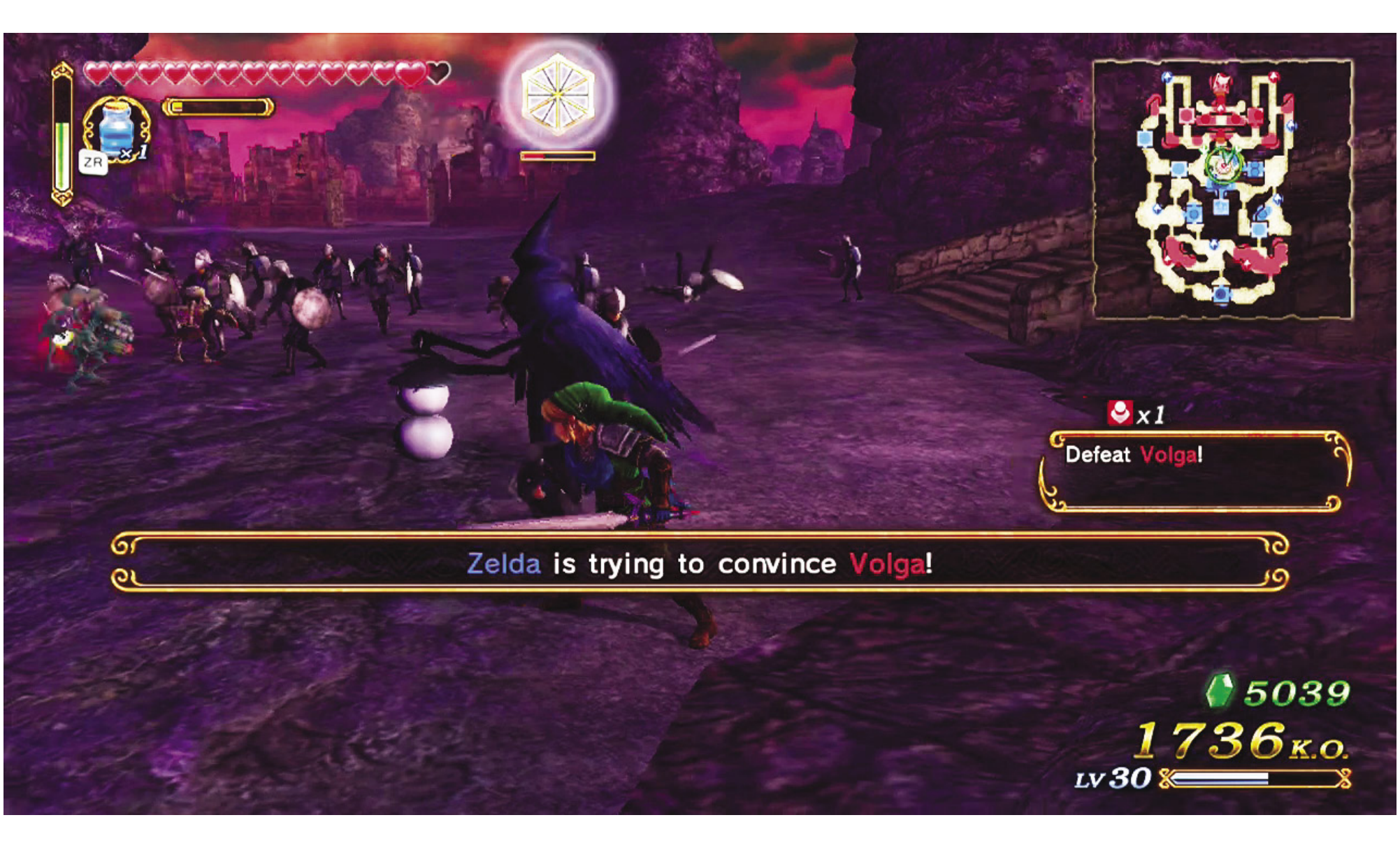
Excellent work, Link!

After you finish luring two of the targeted Captains to the center of the map, Volga enters the fray from inside the ruins. Volga has become empowered by dark magic the way as he was during your time in Skyloft. He is incredibly dangerous and you should avoid him at all costs. Once he and the two Captains have entered the center of the map, race into the Fairy Fountain and activate it to deal massive damage to Cia's forces and remove Volga's dark powers.

Hard Gold Skulltula Opportunity Continued

Don't activate the Fairy Fountain if you're looking to get the Hard Gold Skulltula for this stage. If you've protected your allies and kept them from fleeing, then you now only need to defeat Volga twice before the end of the battle to reveal the Gold Skulltula. Defeat him once before activating the Fairy Fountain and you'll seal the deal. Volga must be defeated a second time for the Scenario to progress, so you'll get both of your fights in with no problem.

Because he's powered up, the usual tactics won't work on Volga. You must focus on baiting the Dragon Knight and using stick-and-move tactics to beat him this time around. He doesn't get staggered by your attacks while he's powered up, so be very careful about how you attack him; he will very quickly punish you for your hubris. Once you've defeated him, wait for him to reenter the center of the map, then head into the Fairy Fountain and activate the Magic Circle.



Defeat Volga!

Zelda is trying to convince Volga!

Zelda tries to reason with Volga, believing that he is an honorable warrior and opponent. Volga hears what Zelda has to say and vows to change his ways, but demands one last fight with Link to see if he and the Hero truly match each other in power. Accept his challenge and battle with the Dragon Knight one last time to show him what a true hero is made of.

Hard Gold Skulltula Opportunity Continued

After you defeat Volga, the Skulltula appears just above the West Sanctum Keep. Find and claim your prize; you've certainly earned it.

Cia's Last Resort

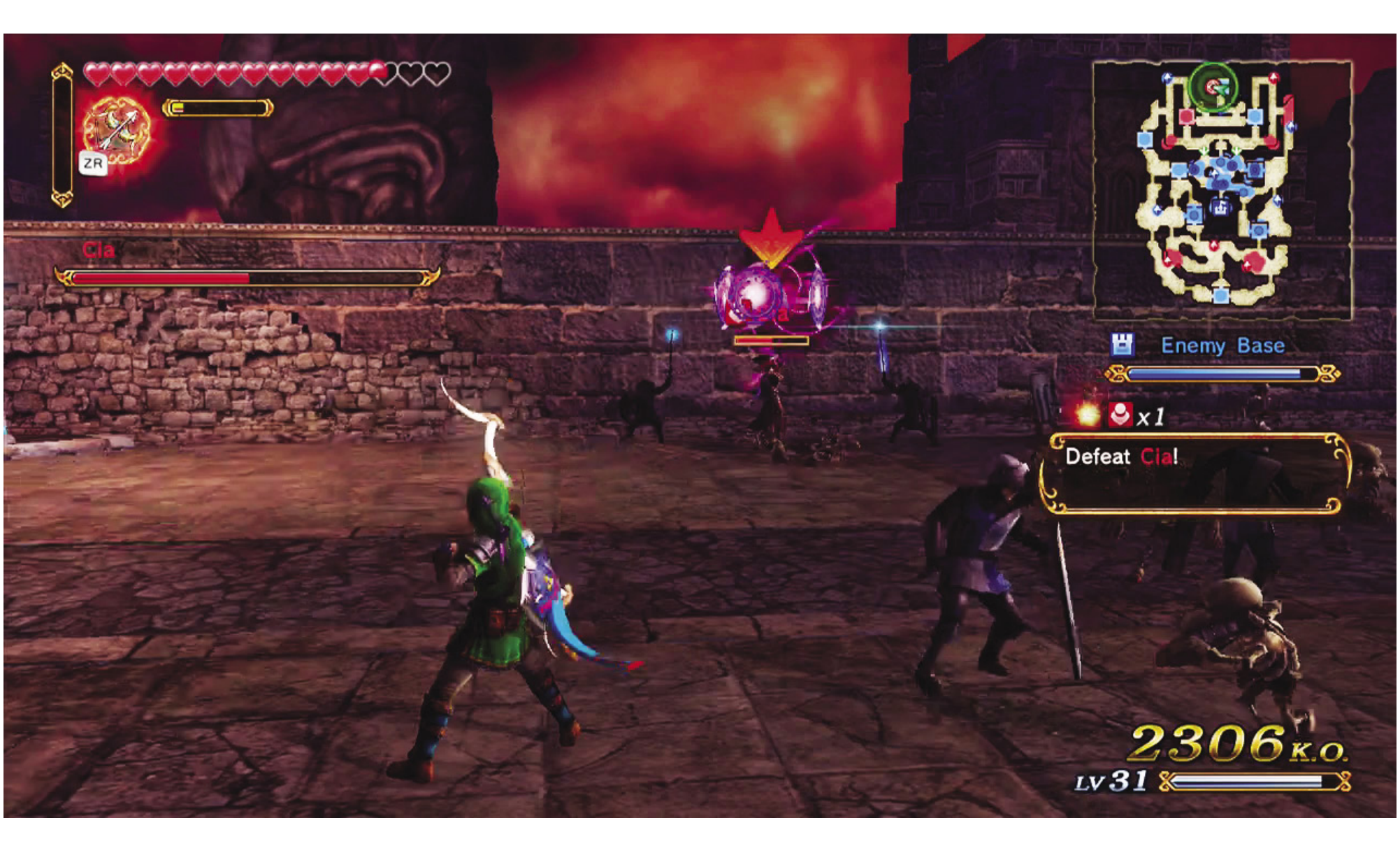
Out of options, Cia decides to challenge the heroes herself. The front gate of the ruins opens, giving you a direct path to her room at the top of the structure. It's time to bring an end to Cia's madness!

Piece of Heart Opportunity

Capture the East Ruins Room Keep as Midna to reveal a chest containing a Piece of Heart. Open the chest and then it's yours for the taking.

Heart Container Opportunity

To the right of the entrance to Cia's room is a boulder concealing a treasure chest. If you open the treasure chest as Link, you'll find a Heart Container with his name on it.

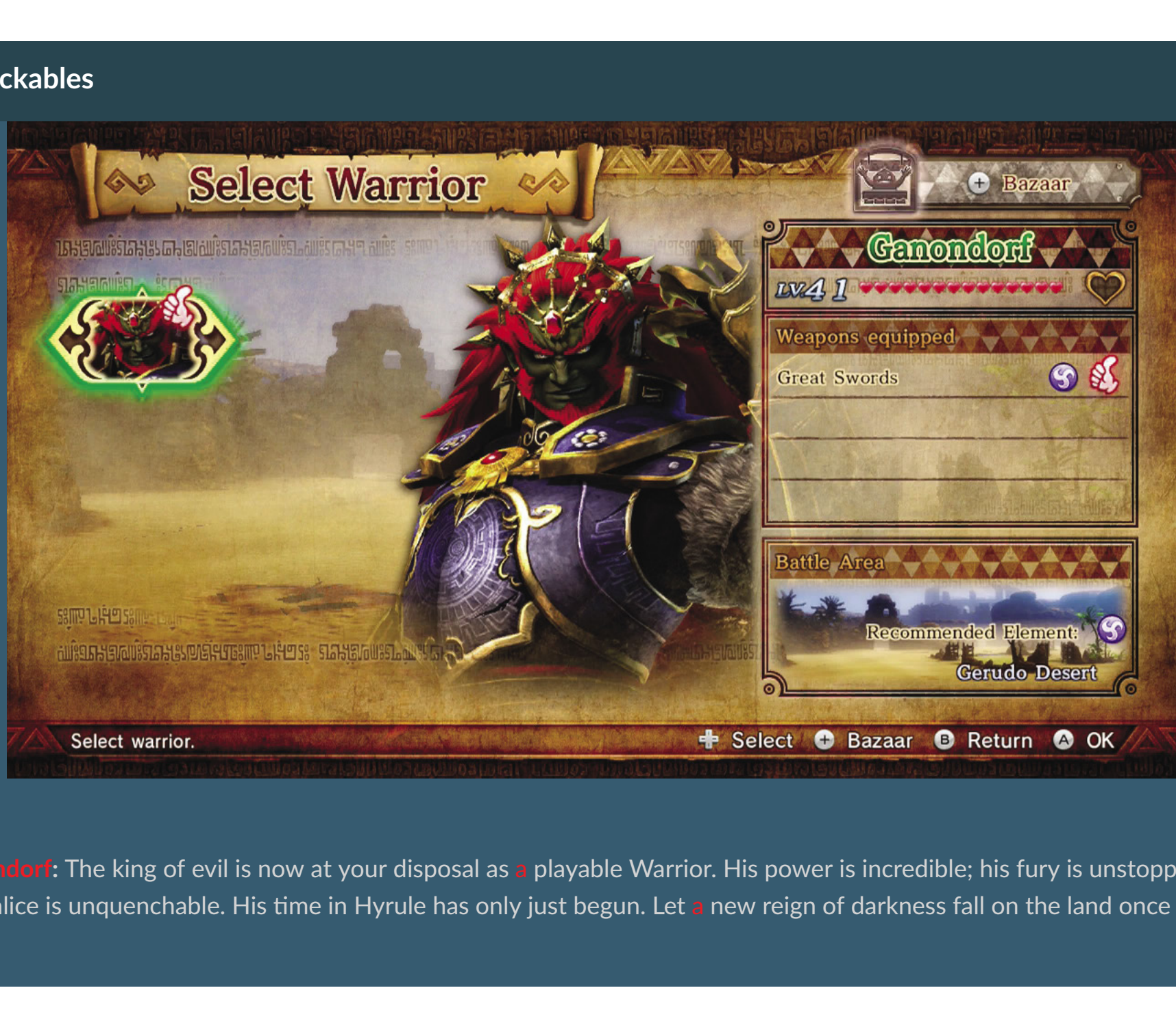


Defeat Cia!

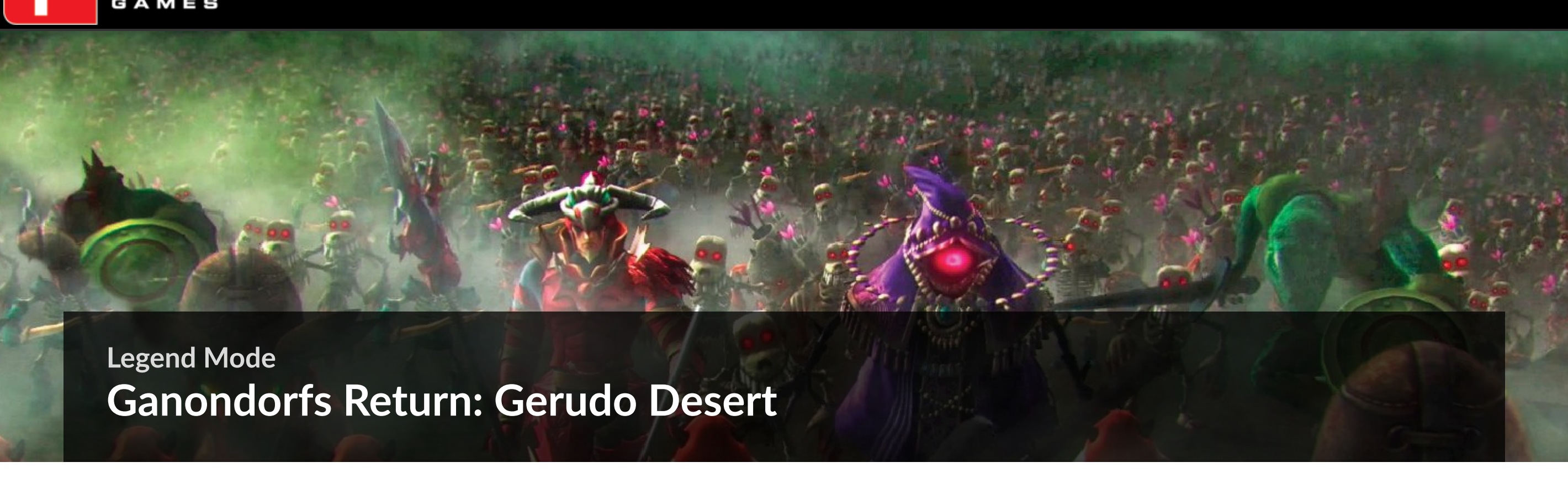
Face Cia with the usual method of bringing your guard up to bait her into attacking. Once you've brought her down to half health, she splits into three. After you defeat one of the Cias, another takes its place, but that's where it stops. Defeat the remaining Cias to finish her off once and for all and bring this battle to a close.

Maybe now Hyrule can finally rest in piece.

Unlockables

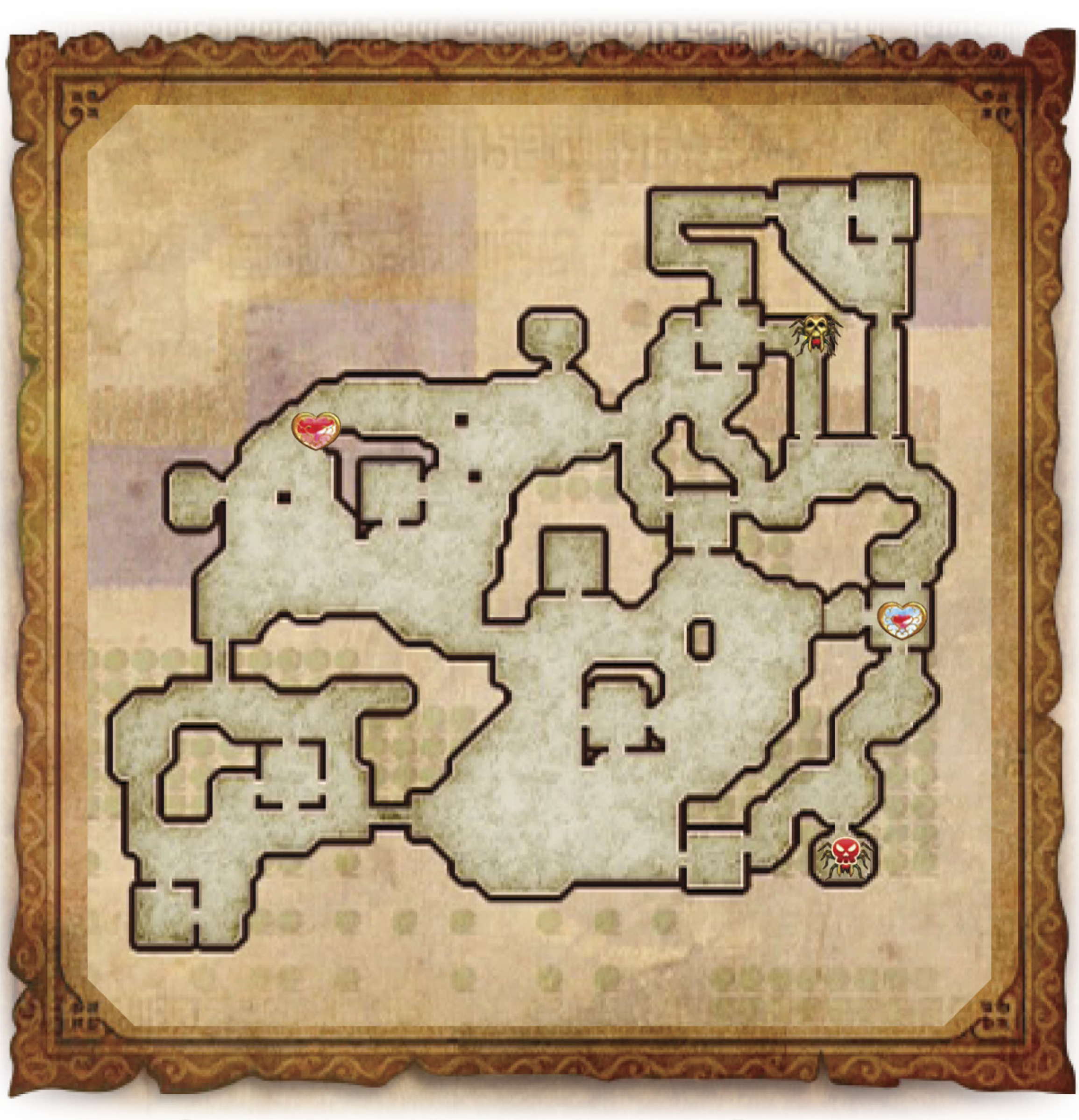


Ganondorf: The king of evil is now at your disposal as a playable Warrior. His power is incredible; his fury is unstoppable; his malice is unquenchable. His time in Hyrule has only just begun. Let a new reign of darkness fall on the land once more!



Legend Mode

Ganondorfs Return: Gerudo Desert



1000 SKULLTULA	PIECE OF HEART	BOW
HARD SKULLTULA	SEALED WEAPON	BOOMERANG
HEART CONTAINER	BOMBS	HOOKSHOT

Playable Characters

Ganondorf

Heart Container

Ganondorf

Piece of Heart

Ganondorf

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Ganondorf—Capture all the Keeps, defeat Lizalfos, Aeralfos, and then defeat two Giant Bosses.

Unlockables

None

Victory Conditions

Defeat all enemies.

Defeat Conditions

None.

Rise Again, King of Evil!

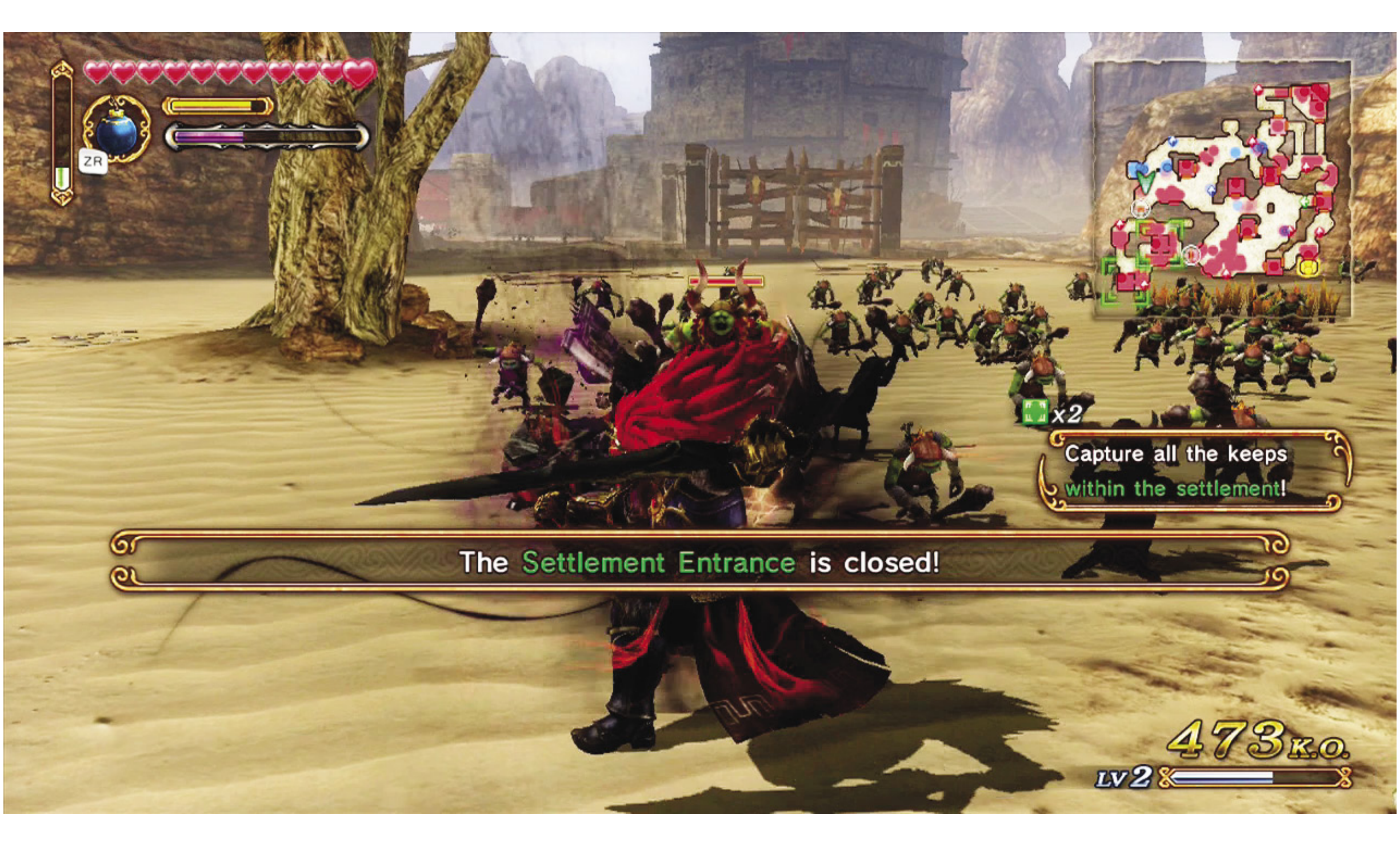
Peace in Hyrule: What a naive notion! With that meddling witch, Cia, out of the way, and the Master Sword no longer sealing the remaining fragment of his soul, the Dark Lord is free to rise again and take back what is his: the completed Triforce. Let all who stand in his path suffer demise and despair. Hyrule is his and his alone!

To win this Scenario, you must defeat anything and everything in your path. There is no Defeat Condition because the Prince of Darkness will not be stopped by anything in his quest for the Triforce. Follow the missions as they appear and you'll make short work of this Scenario.

Hard Gold Skulltula Opportunity

In order to coax the Hard Gold Skulltula for this Scenario out, you'll need to defeat all Lizalfos and Aeralfos Captains, capture all the enemy Keeps and defeat two Giant Bosses. You can complete these tasks in any order, so take your time. The important thing is to have as many Keeps capture and Captains defeated as possible before you enter the Sacred Grounds Keep in the northeast corner of the map. Around the time you enter that Keep, King Dodongo will make its appearance on the battlefield. You'll be temporarily trapped in the Sacred Grounds, meaning any Captains you haven't defeated will have free reign of your captured Keeps. Shortly after King Dodongo arrives, Gohma and Manhandla will join the fight. As you can see, things become pretty chaotic very quickly, that's why it's important to get control of as much of the field as possible.

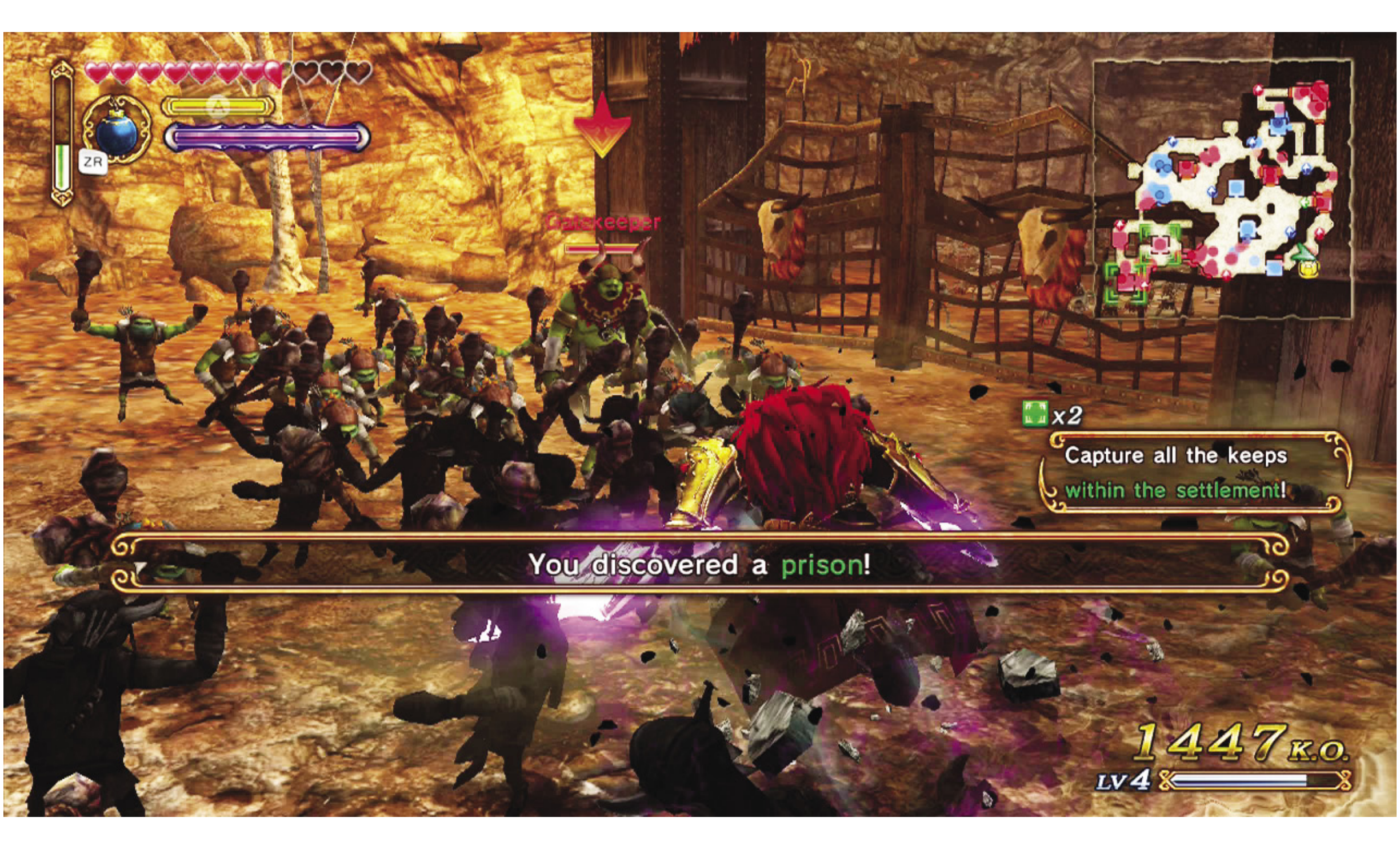
Capture the Settlement


x2
Capture all the keeps within the settlement!
The Settlement Entrance is closed!
473 K.O.
LV 2

You first task is to capture the Keeps within the southwestern settlement. The clever—and obviously desperate—citizens of the settlement close the east and north gates leading into the settlement in an attempt to keep you out. They then follow up by opening the S. Desert, South Oasis, and Central Keeps to unleash their inhabitants on you. Don't let them slow you down; the Gerudo Desert belongs to the Gerudo Prince of Thieves and no others!

Keep Your Allies Alive

If either Zant or Ghirahim flees during this battle, all of the enemy soldiers will get a morale boost.


Gatekeeper
x2
Capture all the keeps within the settlement!
You discovered a prison!
1447 K.O.
LV 4

Once you reach the S. Desert Keep and capture it, head to the southeast corner of the map and defeat the Gatekeeper. The area behind the Gatekeeper is actually a prison full of your loyal subjects. Defeating the Gatekeeper opens the prison, freeing your subjects so they can join the battle and assist their master's conquest.

Gatekeeper
x2
Capture all the keeps within the settlement!
Darknut
But...why?!
266 K.O.
LV 1

There are two more of these prisons in the northwestern area of the map. The monsters inside can be freed in the same way: Defeat the Gatekeepers and the monsters are freed to do your bidding.

Gold Skulltula Opportunity

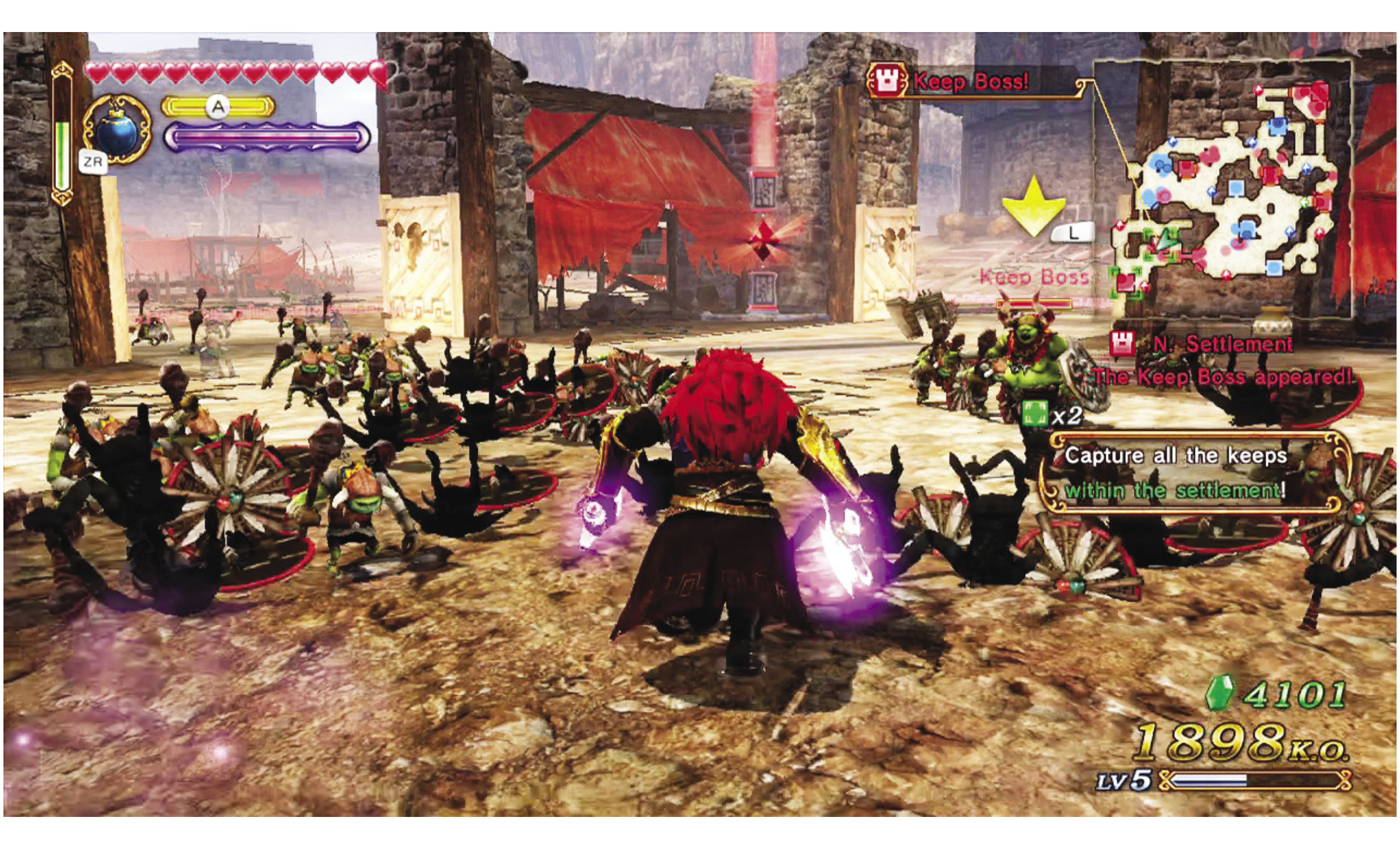
Keep an eye on your KO count at all times; getting this Skulltula can be pretty hard since most of the Keep gates are closed. The Skulltula can be found in the corridor directly to the east of the Arbiter's Keep.

NOW Capture the Settlement

The settlement gates open up as soon as you've captured all three of the central Keeps. When that happens, instead of entering through the settlement's east gates, head north and free your subjects from the prisons so they can assist with the fight. Ganondorf is more than a match for anything on the battlefield, but having some extra help certainly isn't a bad thing.

Heart Container Opportunity

You can also grab Ganondorf's Heart Container for this Scenario by destroying the boulder that is on the outer northwest corner of the North Oasis Keep.


Keep Boss!
Keep Boss
N. Settlement
The Keep Boss appeared!
x2
Capture all the keeps within the settlement!
4101
1898 K.O.
LV 5

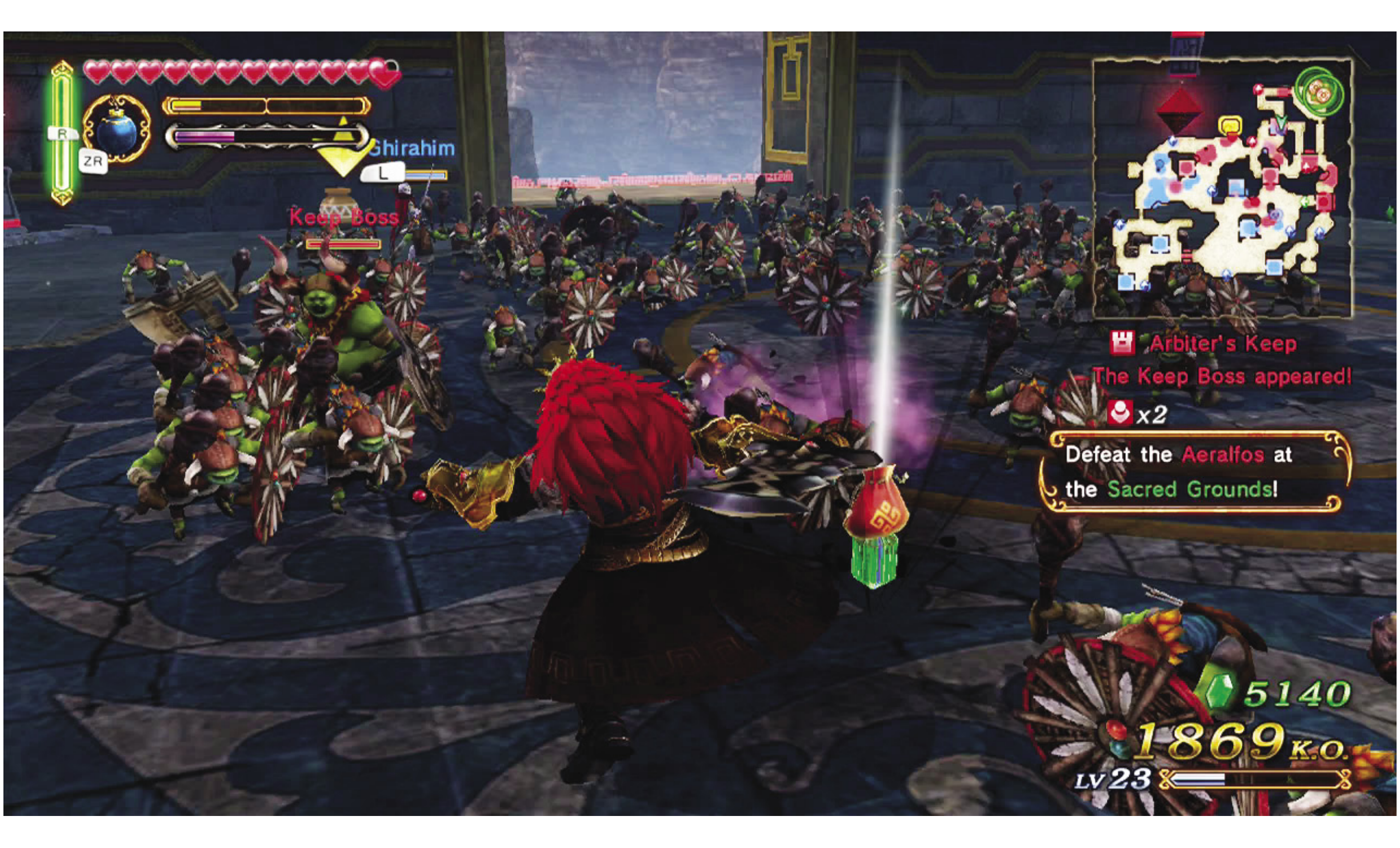
After you've freed your loyal subjects, enter the settlement from its north entrance and capture both the S. and N. Settlement Keeps.

Defeat Aeralfos

When the Settlement Keeps are under your control, all but the Sacred Grounds Keep will open up to you. Run around the map capturing all of the Keeps to show your adversaries that there is no resisting the King of Evil.

Piece of Heart Opportunity

You'll find a chest containing a Piece of Heart after you capture the Clifftop Keep.


Ghirahim
Keep Boss
Arbiter's Keep
The Keep Boss appeared!
x2
Defeat the Aeralfos at the Sacred Grounds!
5140
1869 K.O.
LV 23

Shortly after you begin your campaign to capture all the Keeps, you're tasked with taking out the leaders of this little resistance: the Aeralfos that are hiding in the Sacred Grounds Keep in the northeast corner of the map. Assist Ghirahim in capturing the Arbiter's Keep gain access to the Sacred Grounds.

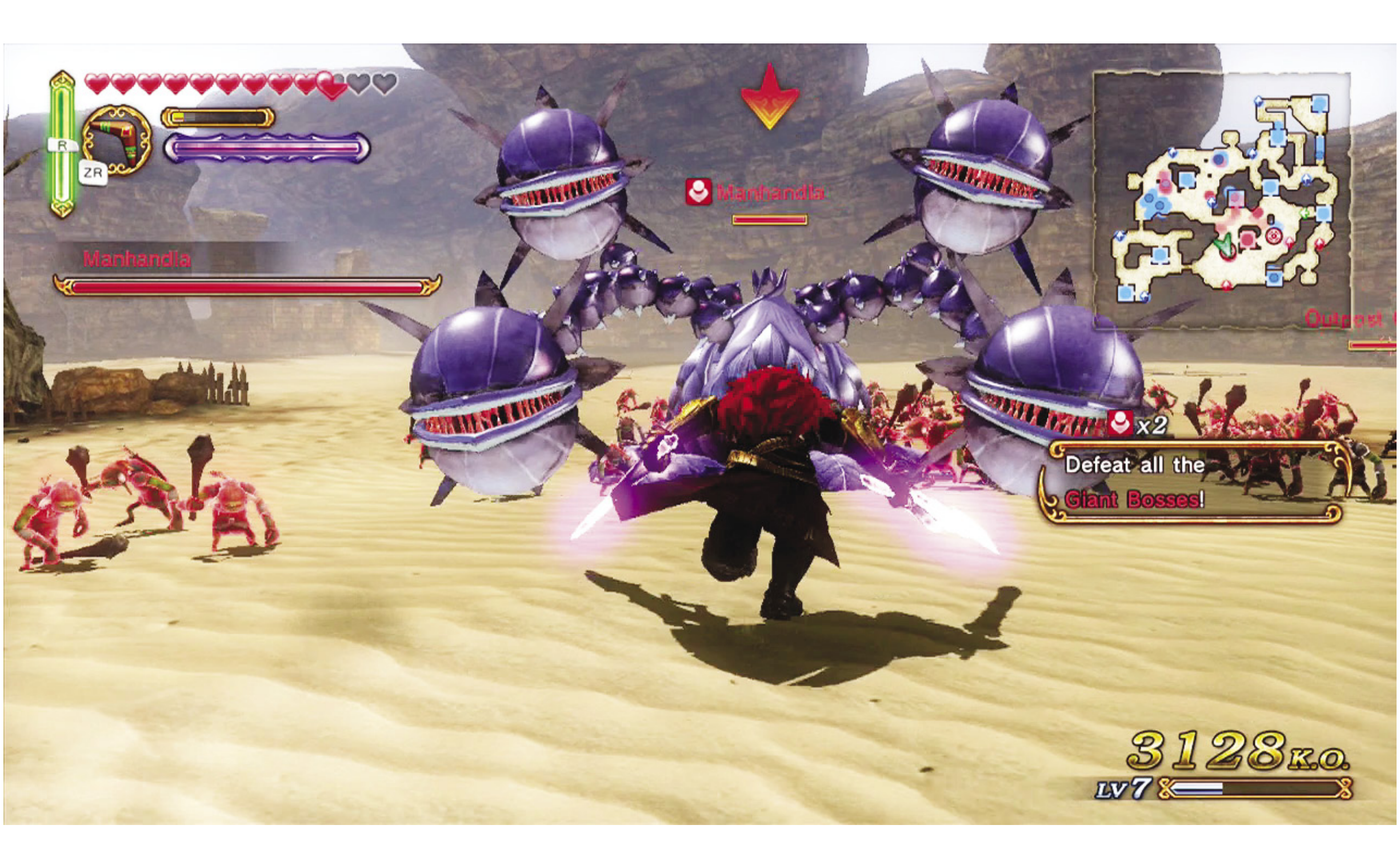
In danger!
x3
Defeat the Aeralfos at the Sacred Grounds!
Zant
Master! Your servant needs you!
2662 K.O.
LV 6

Once you enter the Sacred Grounds Keep, the gates behind you slam shut and you're forced to defeat the Aeralfos' before you can open the gates again. To make matters worse, King Dodongo enters the battle around this time, which means you need to hurry if you want to prevent the killer king from taking Keeps you've already captured.

Monster Mayhem!

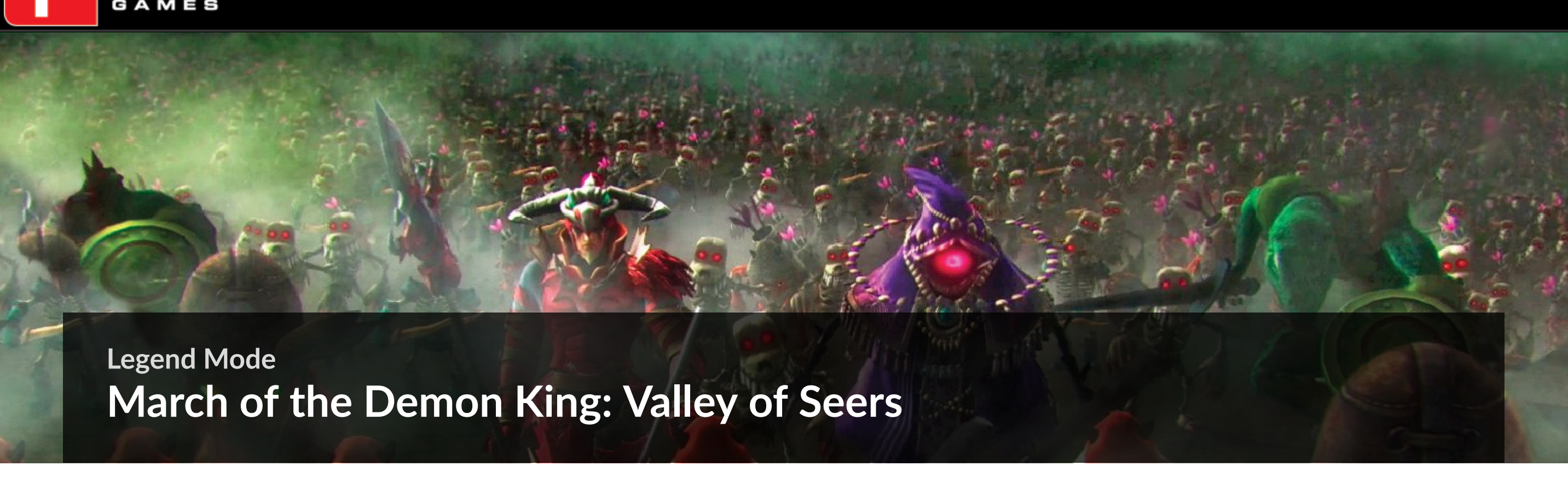
Gohma
x3
Defeat all the Giant Bosses!
3112 K.O.
LV 7

Not too long after King Dodongo enters the battlefield, Gohma and Manhandla join the fight. You must defeat one of them before they rendezvous on the map, otherwise the Giant Bosses get a morale boost that makes them much more devastating than they already are.


Manhandla
x2
Defeat all the Giant Bosses!
3128 K.O.
LV 7

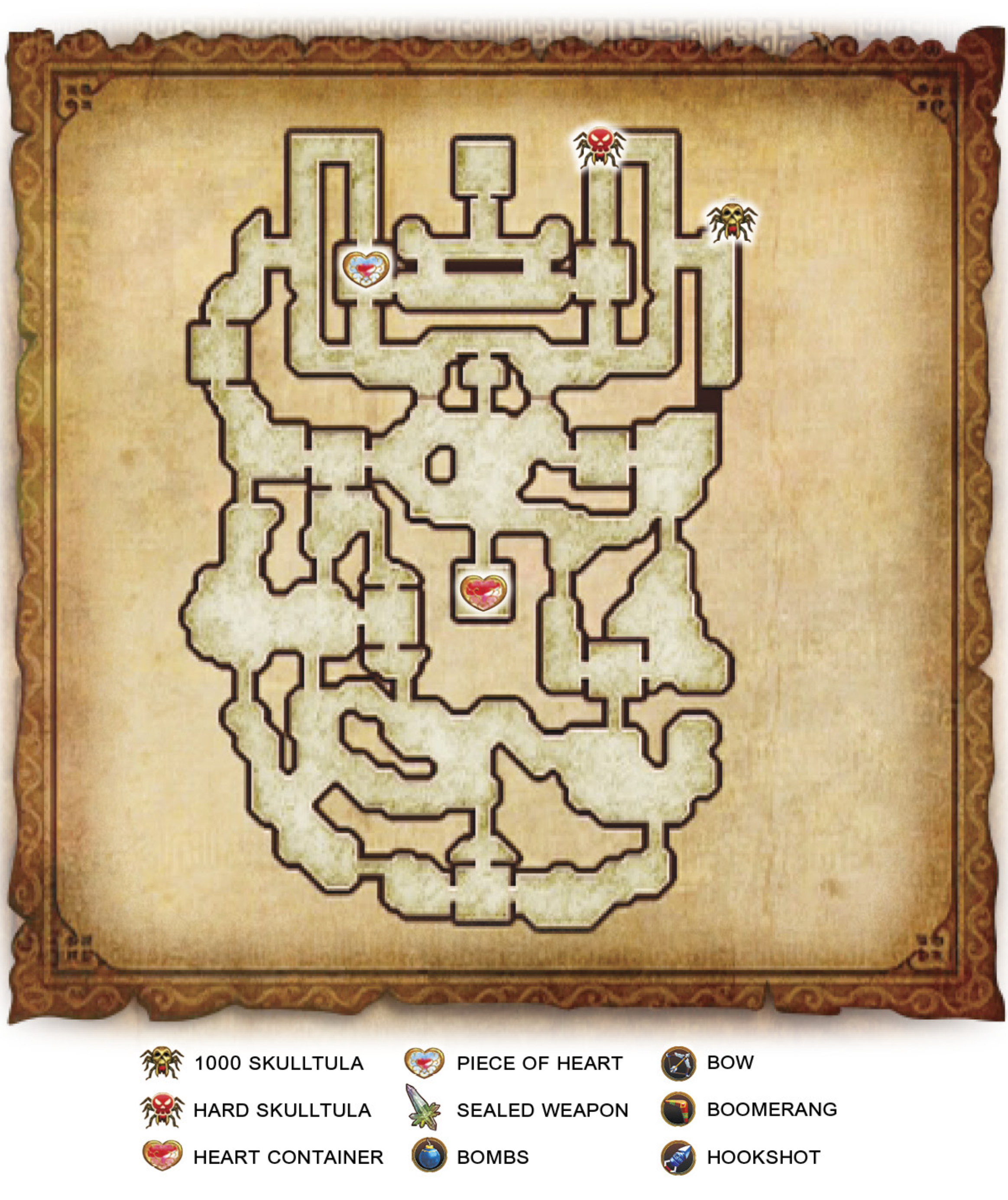
Manhandla enters the field and begins firing seed mortars wherever you are on the map. Focus on taking out Manhandla as soon as you can to prevent being pelted relentlessly by its seeds.

Once you've defeated the Aeralfos' and all three Giant Bosses, the battle is over and your enemies will never again forget the name of the Dark Lord, Ganondorf.



Legend Mode

March of the Demon King: Valley of Seers


1000 SKULLTULA
HARD SKULLTULA
HEART CONTAINER
PIECE OF HEART
SEALED WEAPON
BOMBS
BOW
BOOMERANG
HOOKSHOT

Playable Characters

Ganondorf

Heart Container

Ganondorf

Piece of Heart

Ganondorf

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Ganondorf—Defeat all the Impas.

Unlockables

None

Victory Conditions

Defeat Lana.

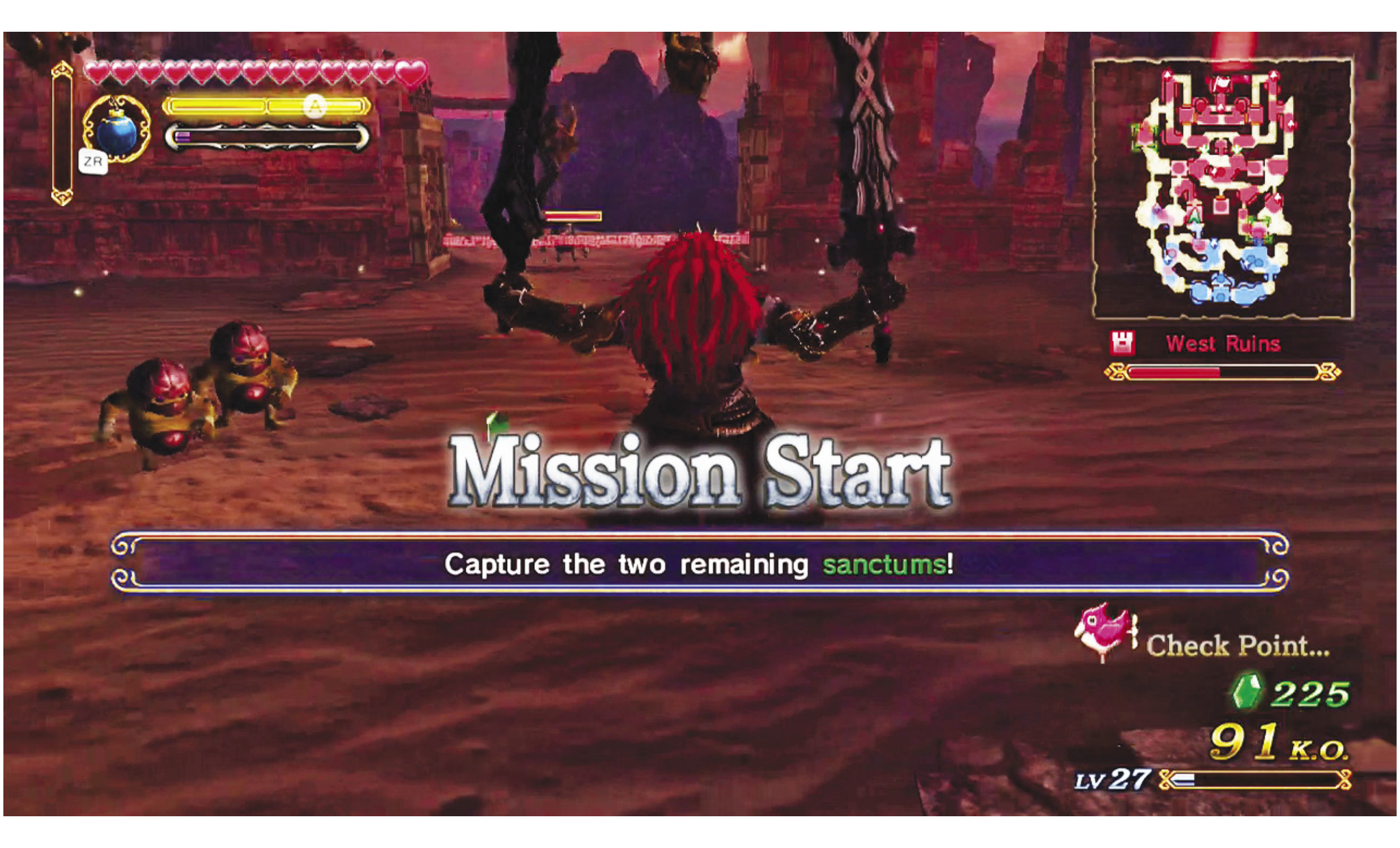
Defeat Conditions

If the Allied Base falls.

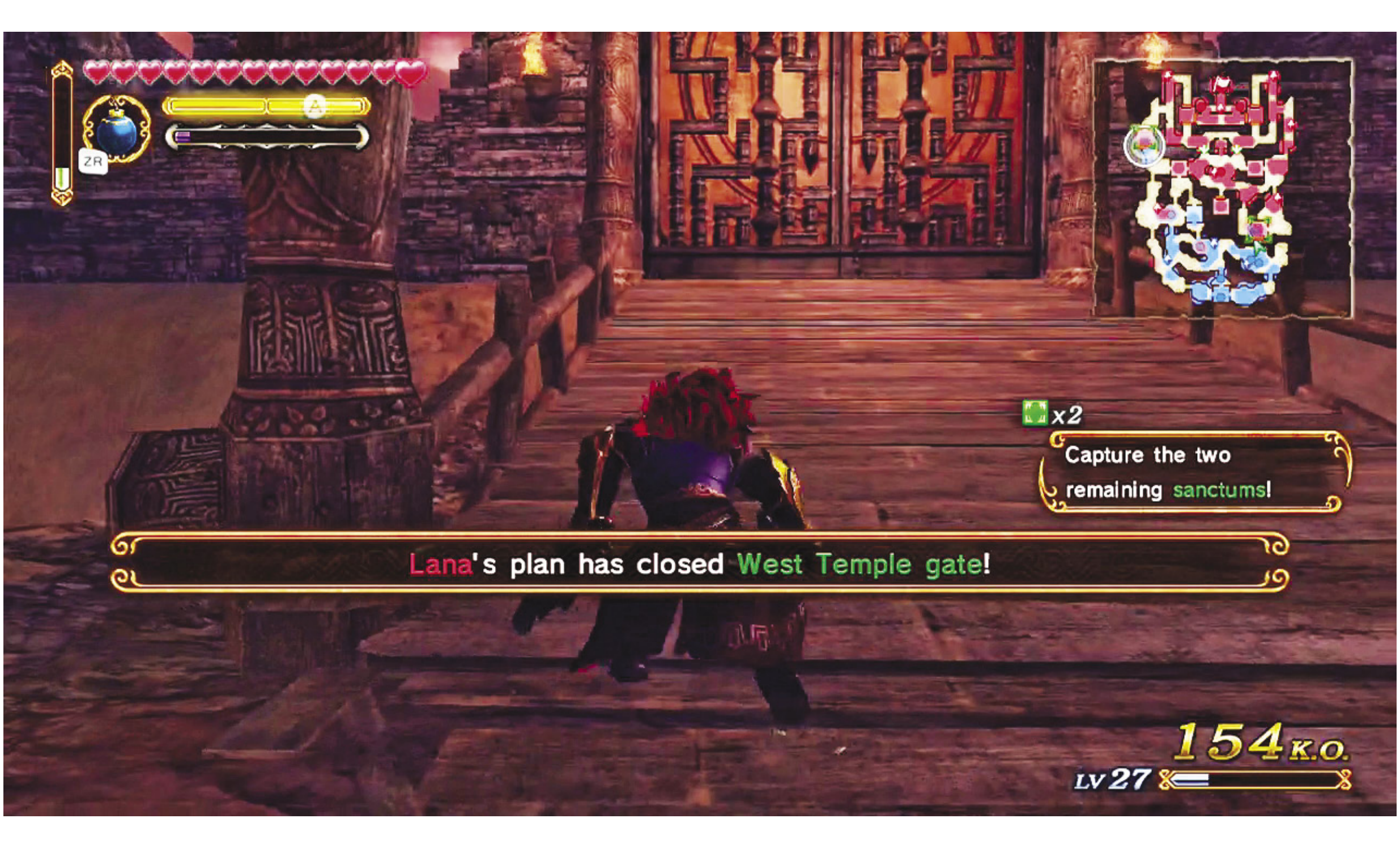
The Triforce of Power

After successfully capturing the Gerudo Desert, our benevolent king has amassed an army and is now ready to take Hyrule by force! Even better news: the Dark Lord has located his Triforce of Power, which is in the hands of the wretched little sorceress Lana. She's pinned down in the Valley of Seers with little in the way of support from her allies. This is almost too easy! Let us lay claim to what is rightfully our master's; let us defeat Lana and take the Triforce of Power back!

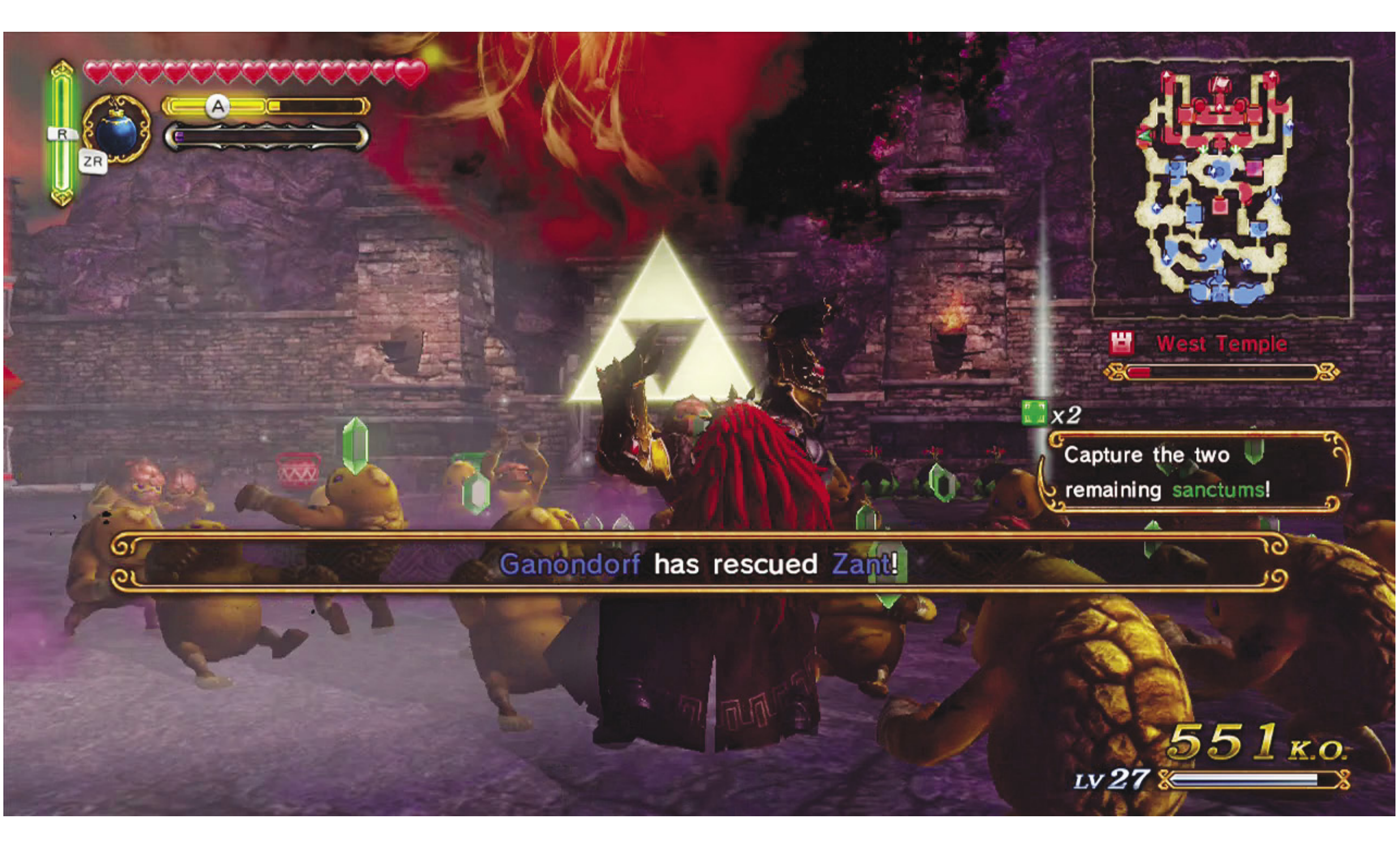
Capture the Sanctums


West Ruins
Mission Start
Capture the two remaining sanctums!
Check Point...
225
91 K.O.
LV 27

It would seem that Lana has turned the work of Cia against us; she's using the Sanctum Keeps to protect herself from our attack. Capture the Keeps to cripple her chances of escaping!

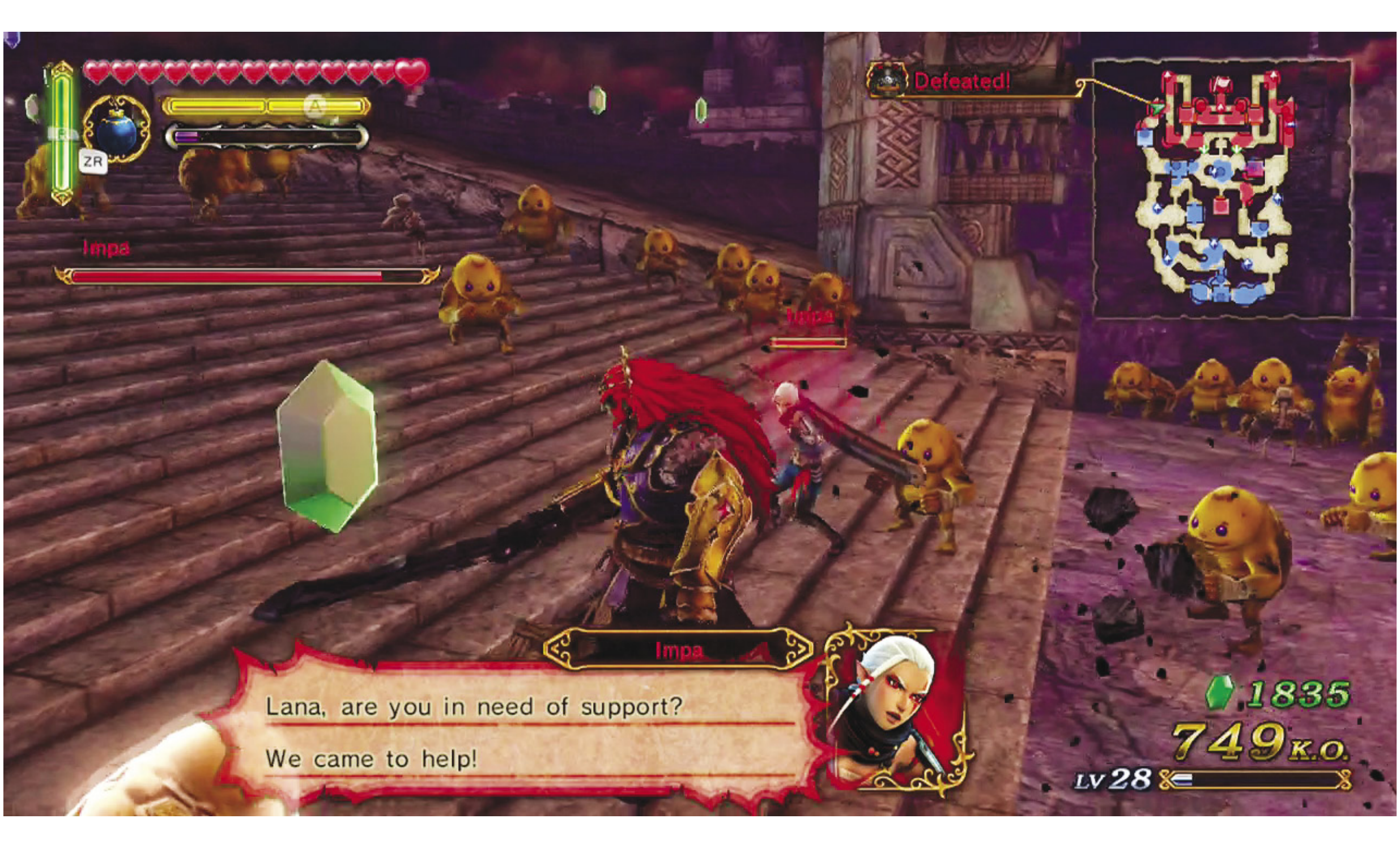

x2
Capture the two remaining sanctums!
Lana's plan has closed West Temple gate!
154 K.O.
LV 27

Both Zant and Ghirahim will head off to one of the Sanctum Keeps and you should as well. Race to the East Temple Keep first and help Ghirahim capture it and the Sanctum inside it. Make sure you waste no time getting there before Ghirahim; Lana has a plan in mind for dealing with your cronies. If either of your henchmen reaches the Sanctums, the doors will close behind them and they'll be trapped inside. You must go around the map and enter the Sanctum from its north entrance to save them. If you beat Ghirahim to the East Temple Keep, however, you can capture it and you won't have to bother saving him later.


West Temple
x2
Capture the two remaining sanctums!
Ganondorf has rescued Zant!
551 K.O.
LV 27

There is still the matter of Zant's imprisonment to deal with after you've captured the East Temple Keep. Make your way through the ruins to reach him in the West Temple Keep; hurry to keep him from being forced off the battlefield. Once you've made it to Zant, defeat all of the enemies with Health Bars and capture the Keep to both save Zant and capture the Sanctum.

Seeing Quadruple


Defeated!
Impa
Impa
Impa
Lana, are you in need of support?
We came to help!
1835
749 K.O.
LV 28

When you've captured both of the Sanctums, the enemy soldiers lose morale, but that doesn't mean the fight is over; the Hylians still have a few tricks to dole out. Impa, being a Sheikah master of war, creates three imposter Impas that spread out across the map. She hides out with her imposters and you must find her to make the other Impas disappear.

Hard Gold Skulltula Opportunity

This Skulltula is one of the most straightforward in the game. You need to defeat all of the imposter Impas before defeating the real Impa. If you defeat the real Impa, the imposters will disappear and you'll lose your shot at getting the Skulltula until you restart the Scenario. It's very easy to avoid doing that, if you know which Impa is which. The true Impa will appear near the West Ruins Keep after you defeat one of the fake Impas. She'll immediately make her way to the Allied Base, so keep an eye on her. Avoid defeating her and you can expect smooth sailing—for the most part.

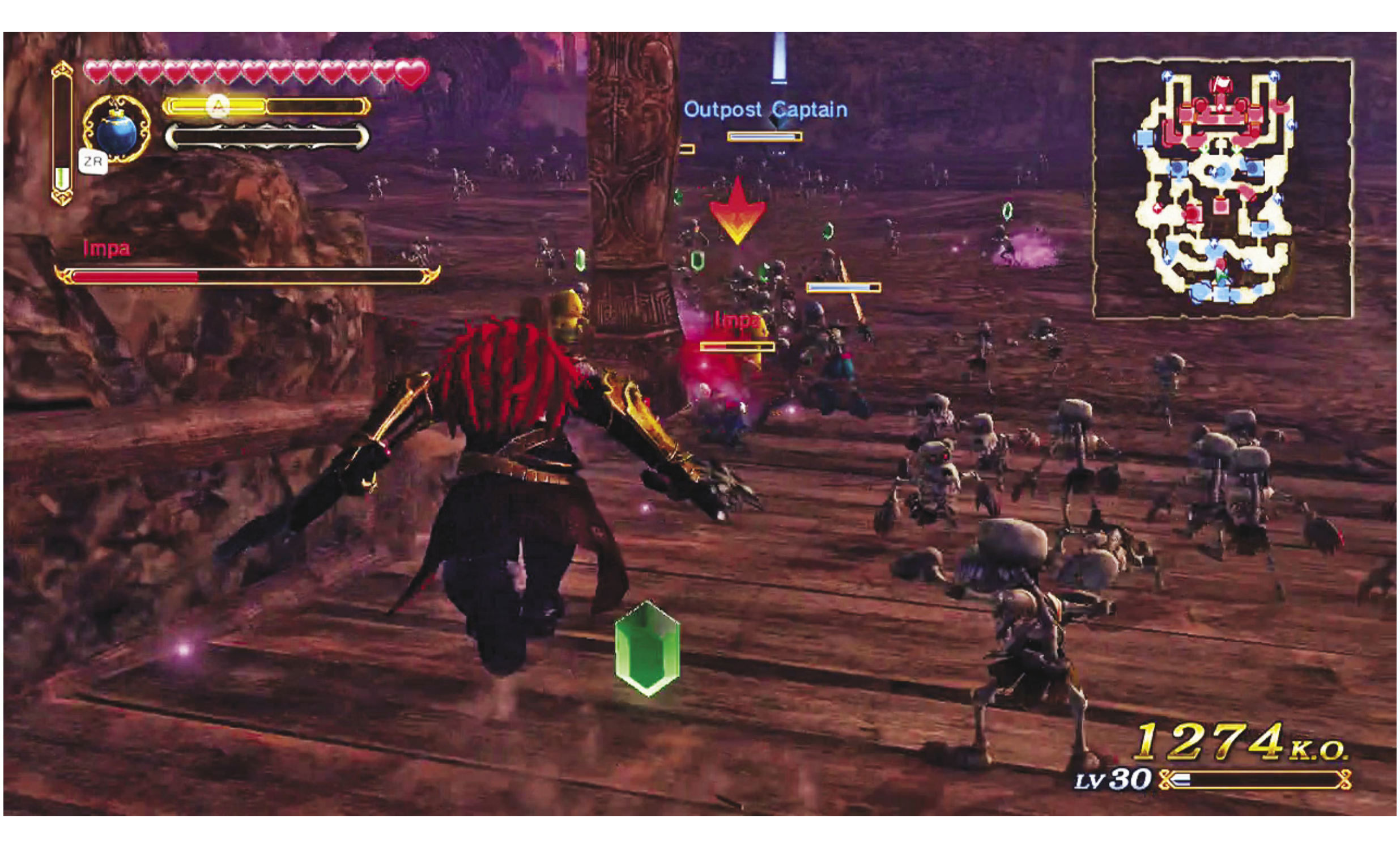
After you defeat an Impa, another appears on the field to replace it. As you take out one Impa after another, the other Impas will progressively get stronger, making every fight with an imposter harder than the last. Baiting works extremely well on these Impas, so try to avoid challenging them with an all-out attack.

The last thing to watch out for is another Impa that heads toward the Allied Keep through its east entrance. The true Impa is easy to spot, as she is the only one carrying her Giant Blade, while all the fakes carry Naginatas.

When all of the Impas are defeated, the Skulltula shows up northeast of the Enemy Base Keep.

Gold Skulltula Opportunity

After you have 1,000 KOs, a Gold Skulltula appears in the northeast corner of the battlefield. Destroy the boulder in that corner to reveal the Skulltula. Defeat the Skulltula to claim your puzzle piece.


Outpost Captain
Impa
Impa
1274 K.O.
LV 30

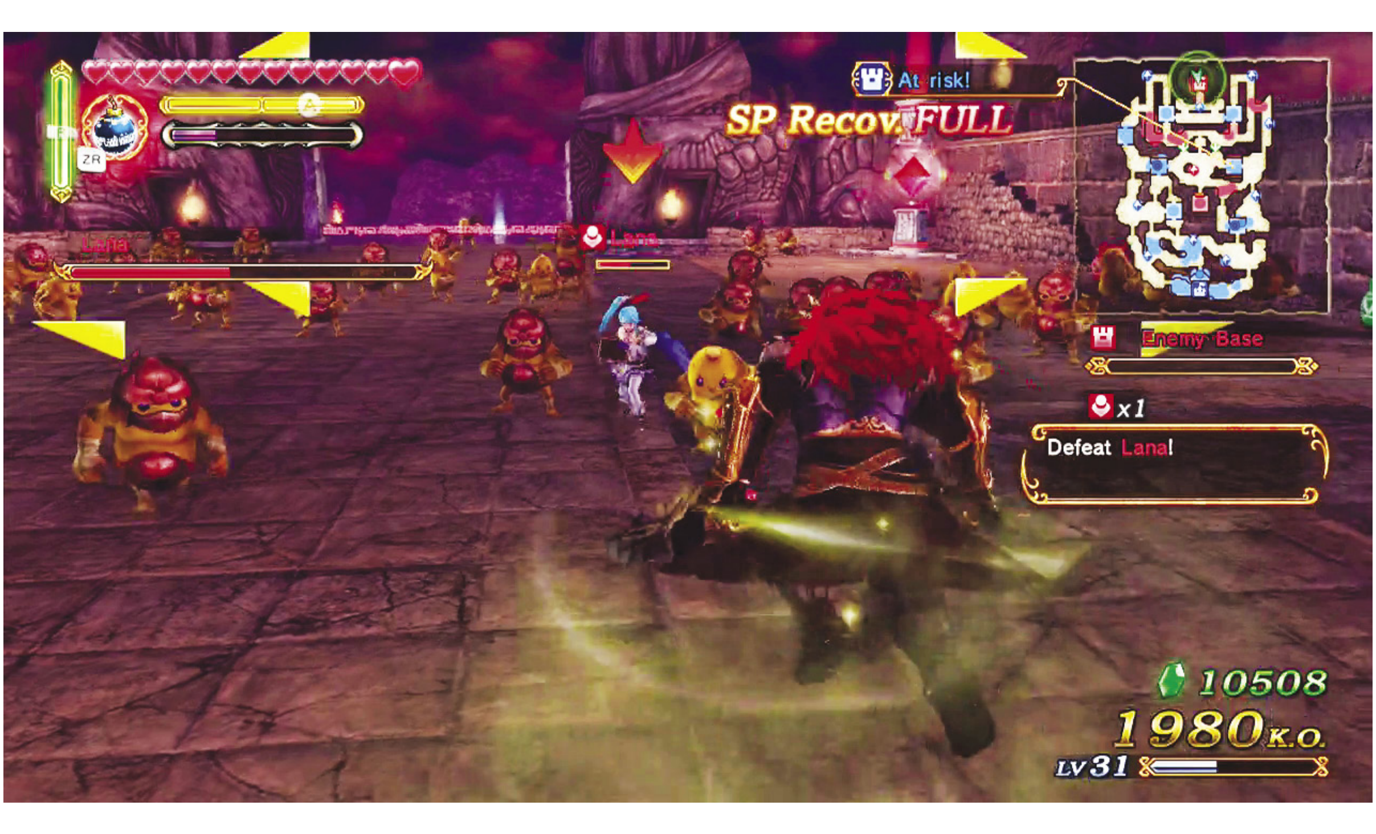
If you defeat the wrong Impa, another will appear to replace it and all of the imposters will become stronger as a result. Zant suggests that you pressure Lana by defeating some of her personal guard inside the ruins to get Impa to show herself, but you don't need to do that. It wouldn't hurt to defeat the Goron Captains that serve as Lana's guard, but the true Impa always starts just east of the West Ruins Keep. If you head directly to her, you can circumvent her entire plan.

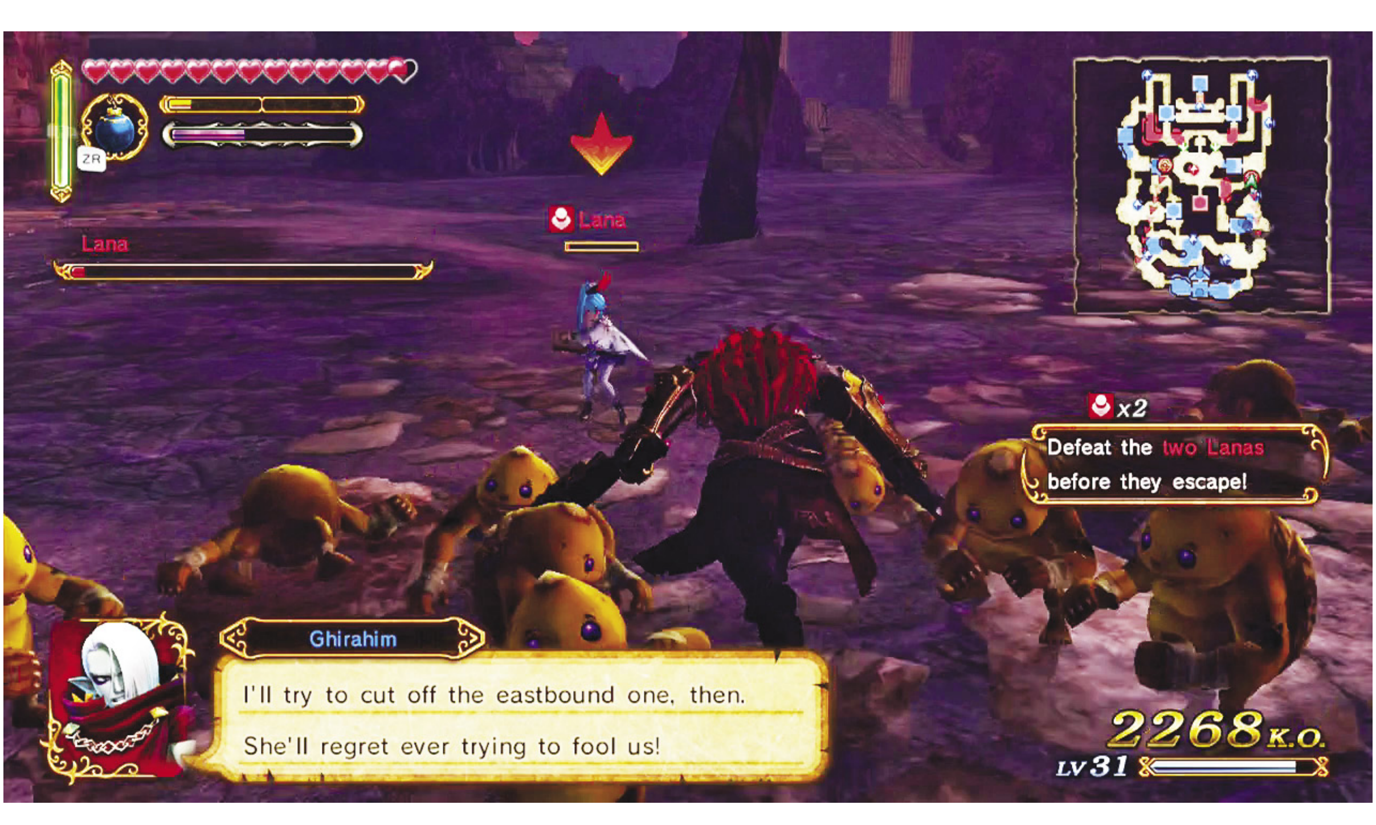
Reclaim the Triforce of Power

Once Impa has been forced off the battlefield, it's time to take the Triforce of Power by force. Head up to the Enemy Base Keep and face off with the sneaky sorceress.

Piece of Heart Opportunity

Capture the Western Room Keep on your way up to Lana to find a chest containing a Piece of Heart.

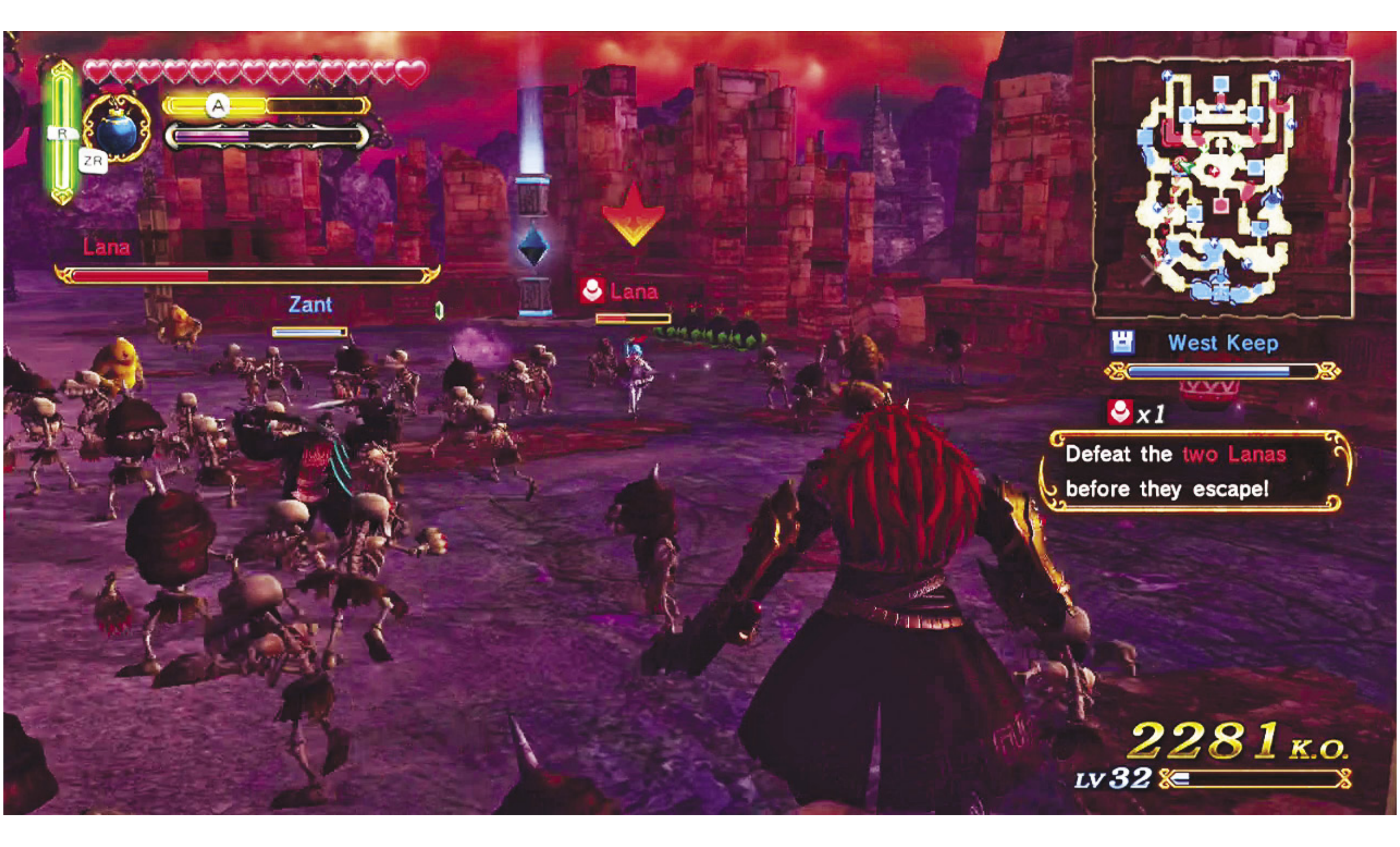

At risk!
SP Recov. FULL
Lana
Lana
Enemy Base
x1
Defeat Lana!
10508
1980 K.O.
LV 31


Lana
Lana
x2
Defeat the two Lanas before they escape!
Ghirahim
I'll try to cut off the eastbound one, then.
She'll regret ever trying to fool us!
2268 K.O.
LV 31

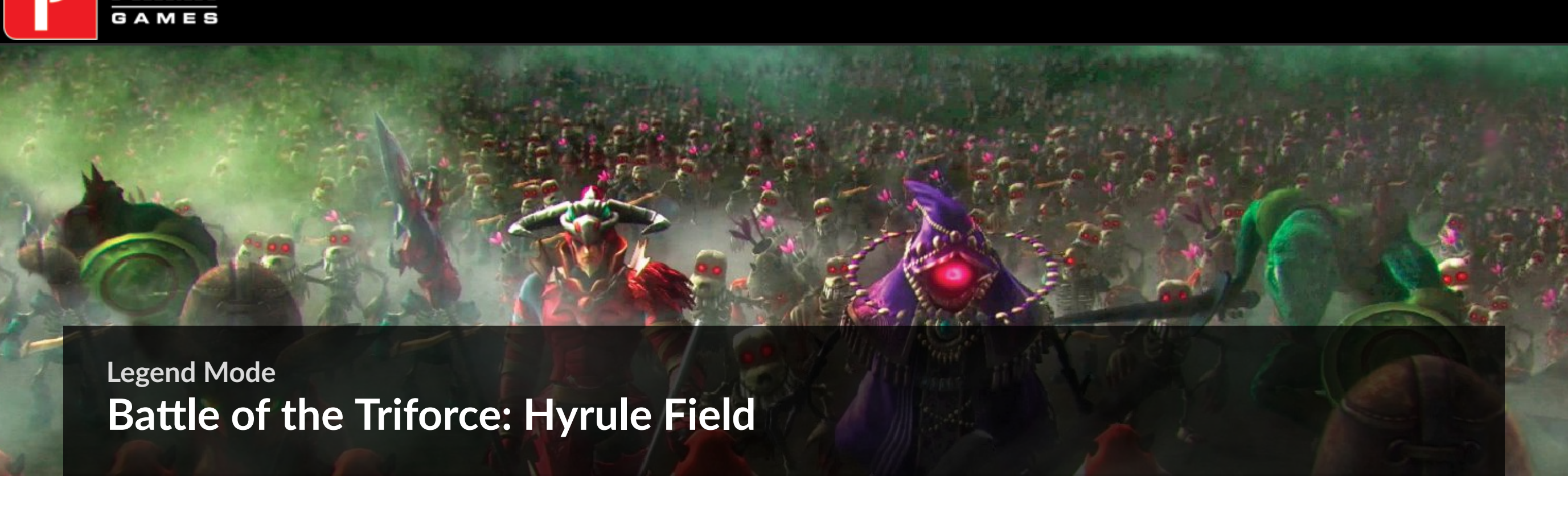
Defeat Lana using bait tactics. Once she's been beaten, she teleports over to the Fairy Fountain and uses her magic to split into two. Both of the Lanas flee in opposite directions in an attempt to escape the battlefield. You must beat both of them to keep them from escaping. Thankfully, your henchman are good for something more than just getting caught in obvious traps. The pair splits up and each goes after one of the Lanas. This keeps the Lanas from fleeing while they deal with your henchmen, giving you plenty of time to reach and defeat both of them.

Heart Container Opportunity

Now that the Fairy Fountain is open, go in and destroy the boulder covering the Magic Circle to reveal a chest containing Ganondorf's Heart Container. Don't linger, though: You don't want the Lanas to escape!

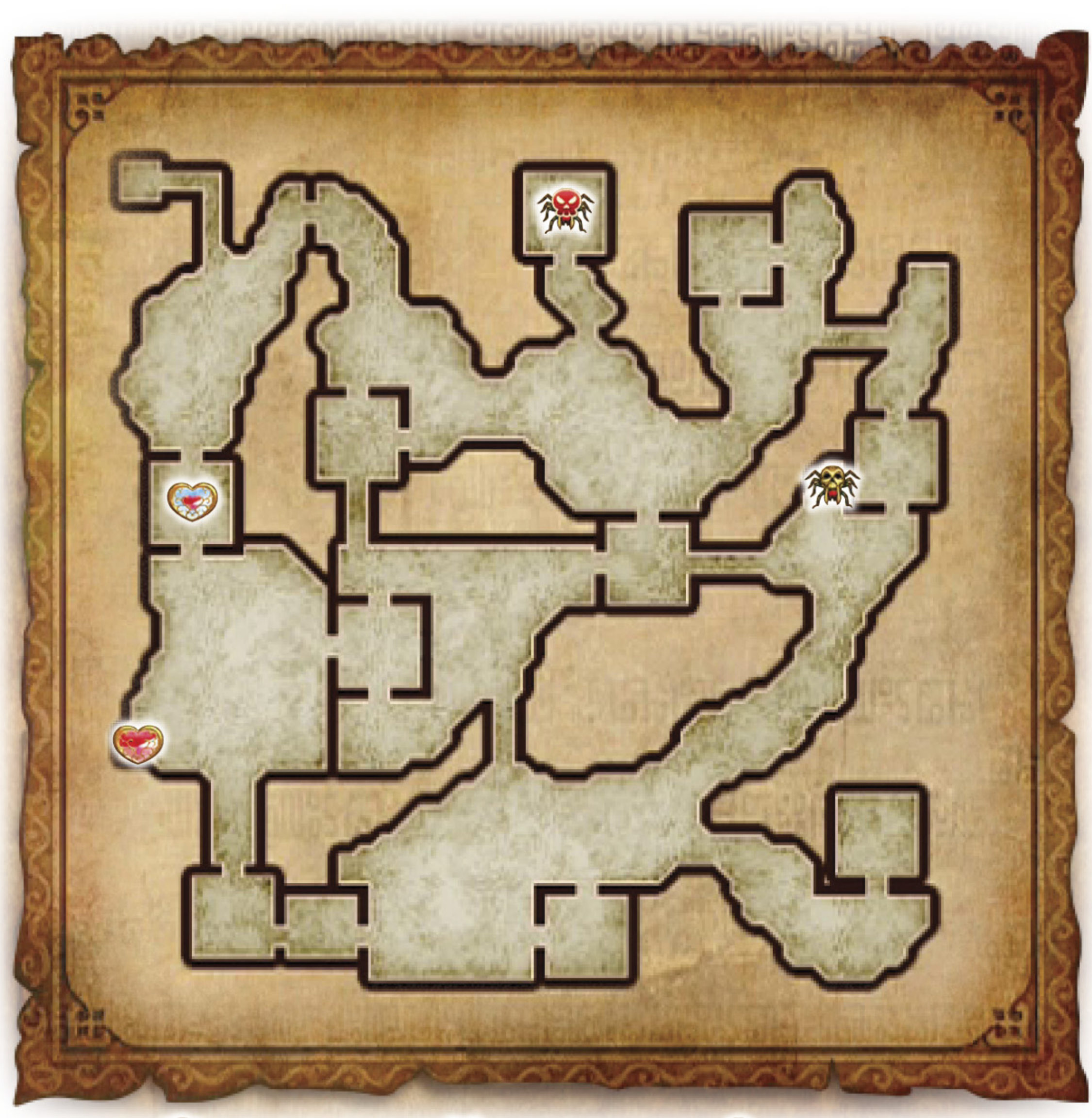

Lana
Zant
Lana
West Keep
x1
Defeat the two Lanas before they escape!
2281 K.O.
LV 32

Use the bating strategy again to take out each Lana and win the battle. Lana tried to keep the Triforce of Power out of your hands, but now she understand the futility of her actions. Now, to get the two remaining pieces....



Legend Mode

Battle of the Triforce: Hyrule Field



- 1000 SKULLTULA
- HARD SKULLTULA
- HEART CONTAINER
- PIECE OF HEART
- SEALED WEAPON
- BOMBS
- BOW
- BOOMERANG
- HOOKSHOT

Playable Characters

Ganondorf

Heart Container

Ganondorf

Piece of Heart

Ganondorf

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Ganondorf—Defeat Link and Zelda a combined total of four times.

Unlockables

None

Victory Conditions

Defeat Link and Zelda.

Defeat Conditions

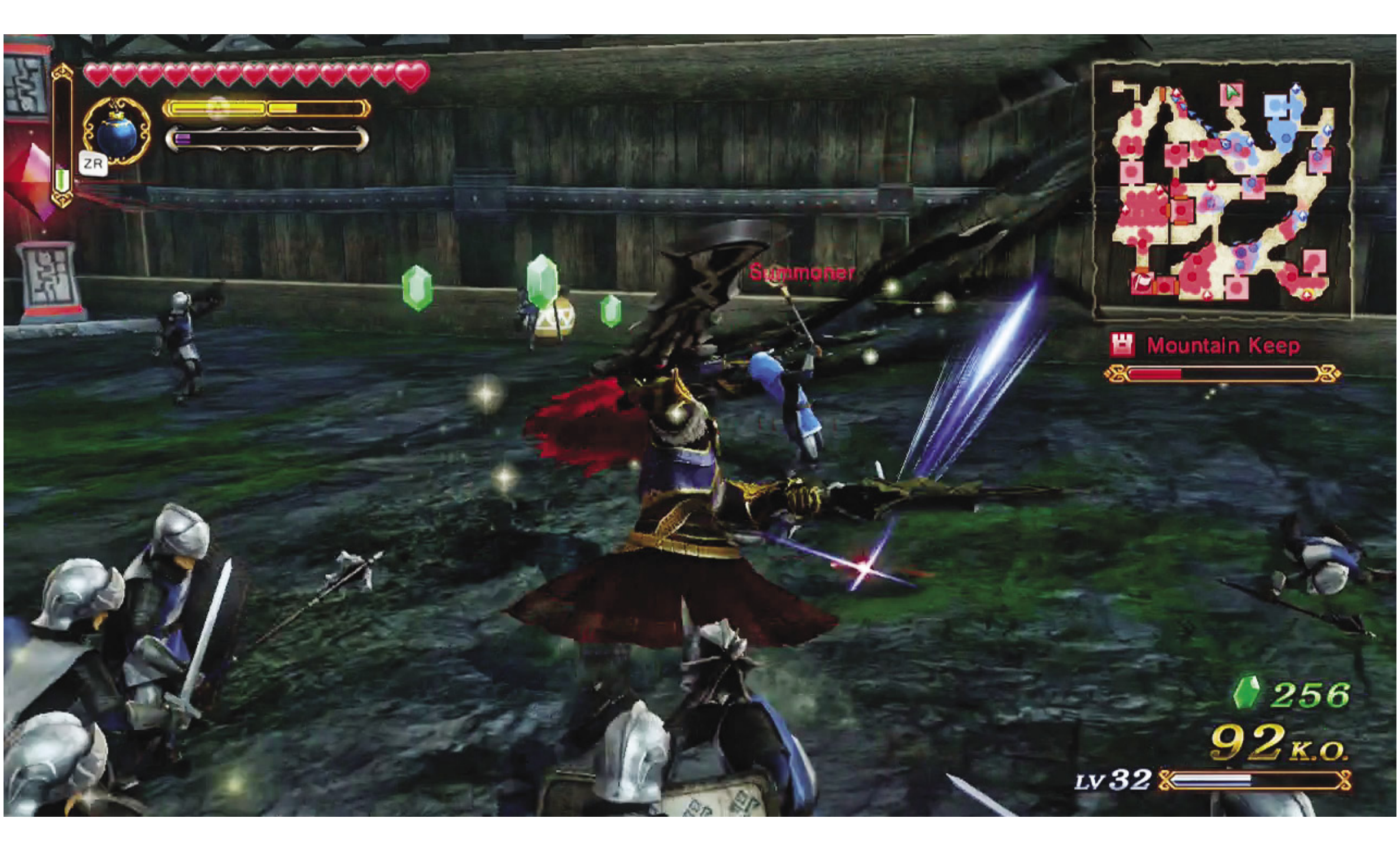
If the Allied Base falls.

Two Birds with One Stone

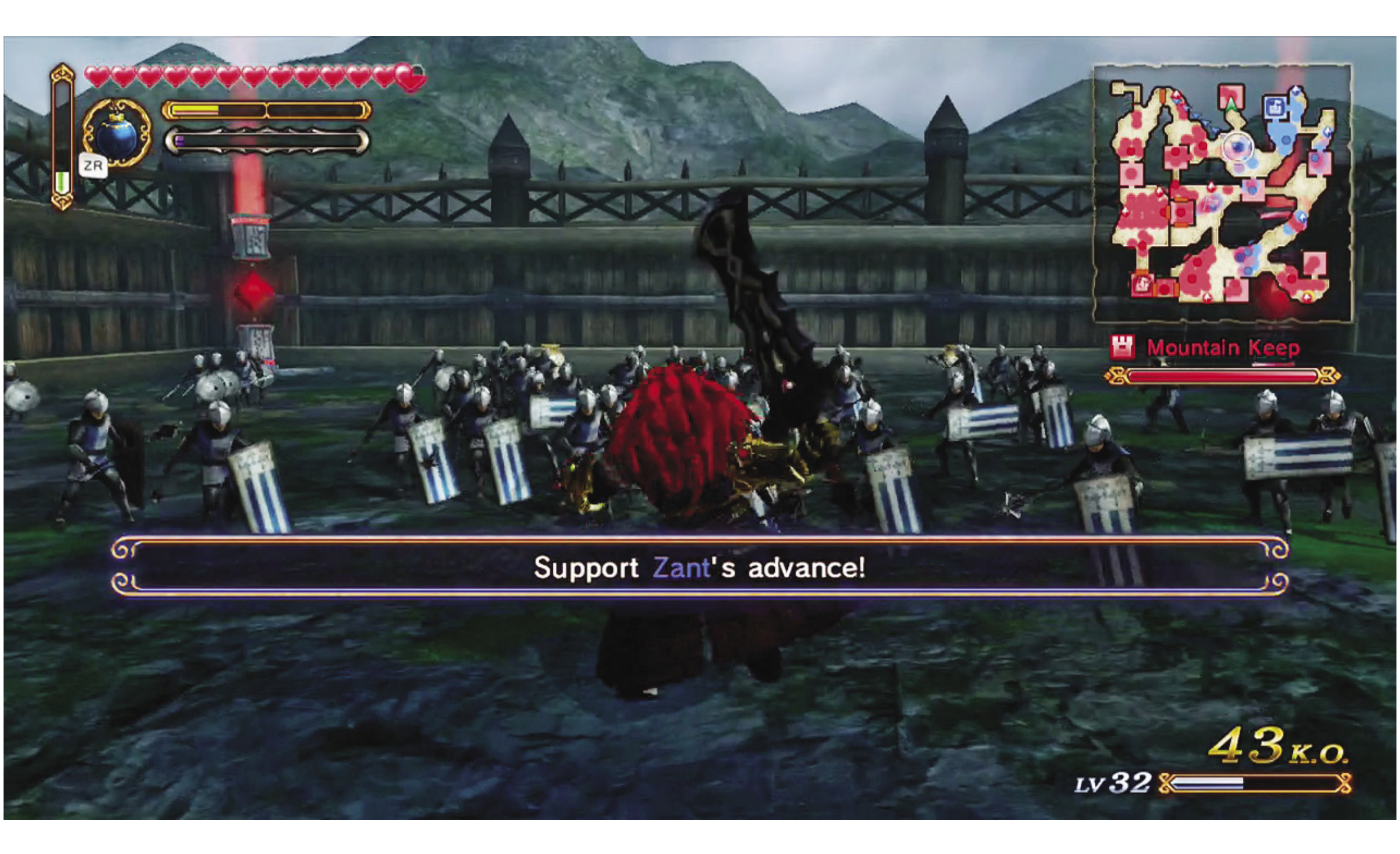
With the Triforce of Power back in the hands of our master, there are only two pieces left to claim. The redundant hero in the green tunic, Link, and the obnoxiously crafty Princess Zelda have the remaining pieces. Fortunately for us, they are both at Hyrule Castle. If we could defeat them simultaneously we would not have to waste time on this pursuit. Without further delay, attack Hyrule Field and capture the Triforce for the Dark Lord!

This is a challenging, but short Scenario. A lot of your success in this battle will rely on whether or not you help Zant's journey to the Rockface Checkpoint. If you leave him be, you'll have lots of time to capture all of the accessible Keeps and defeat all of the reachable Captains. If you decide to help Zant by defeating all of the enemies that block his path to the Checkpoint, prepare for a mad dash around the map while you are assaulted by several enemy Warriors at once for the duration of the fight.

DON'T Support Zant



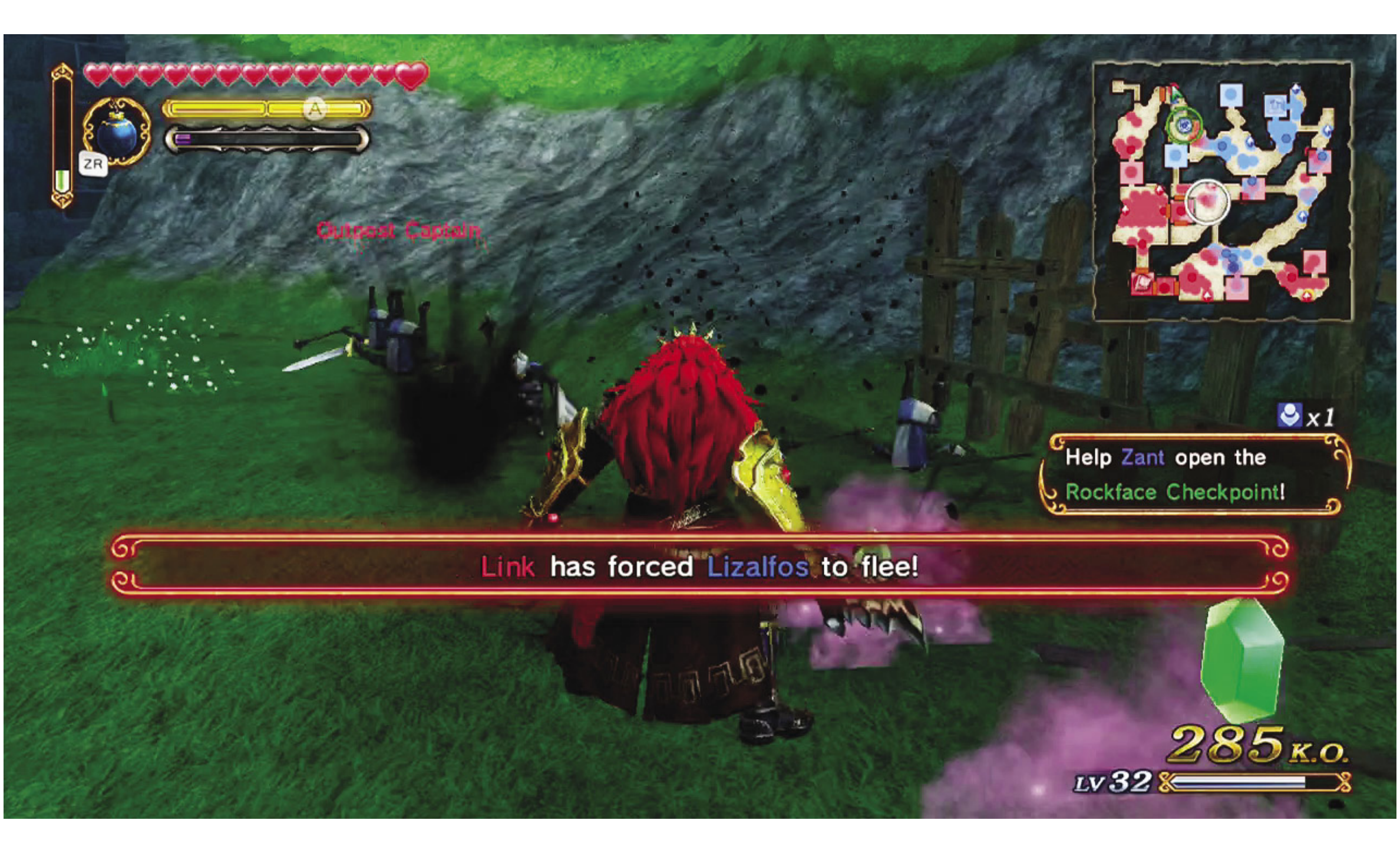
Start by heading to the Mountain Keep immediately after the Scenario starts. Capturing it right away, but make sure to linger for a moment. A Summoner appears inside the Keep shortly after you arrive and you definitely don't want to leave him unchecked. Defeat it, then move to another Keep.



As soon as the battle begins, Zant attempts to sneak around the back of the battlefield to get the jump on the Hylians. This Scenario gets hectic very quickly, so if you want to keep things in your control, let Zant get to the Rockface Checkpoint on his own while you capture Keeps and defeat Captains. Pay close attention to his Health Bar, though, because it won't take long for Princess Zelda to see through Zant's plan and send her forces to stop him. If his Health Bar gets low, race over and heal him by entering the green rings surrounding him, but leave his attackers alone—the longer he takes to reach the Rockface Checkpoint, the more time you have to gain control of the field.

Don't Let Zant Flee!

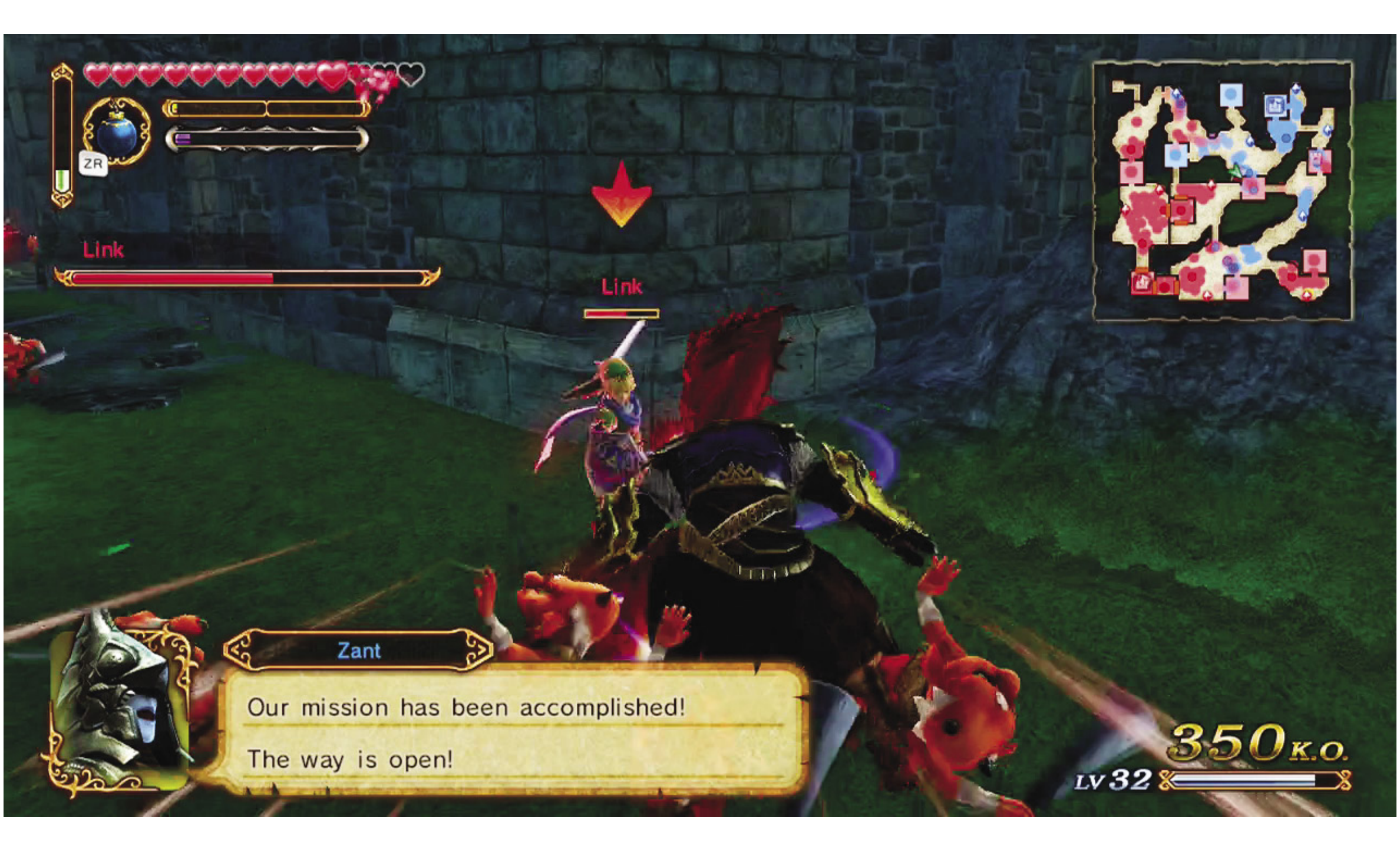
If Zant flees, you'll fail the mission and any enemy Captains currently on the field will get a morale boost.


Outpost Captain
x1
Help Zant open the Rockface Checkpoint!
Link has forced Lizalfos to flee!
285 K.O.
LV 32

You must keep a watchful eye on your Lizalfos Captains during this fight. Shortly after Zelda sends a Hylian Captain to attack Zant, you're given a minor task to protect the Lizalfos on the map. With the Hylian forces' boosted morale, your Lizalfos troops can be defeated rather effortlessly. If one of them is beaten, the Hylians will receive a second morale boost, making their attacks even more devastating. The Lizalfos to watch out for the most is the one near Central Keep. Link is actually lingering in that area and will have very little trouble taking out your Lizalfos crony.

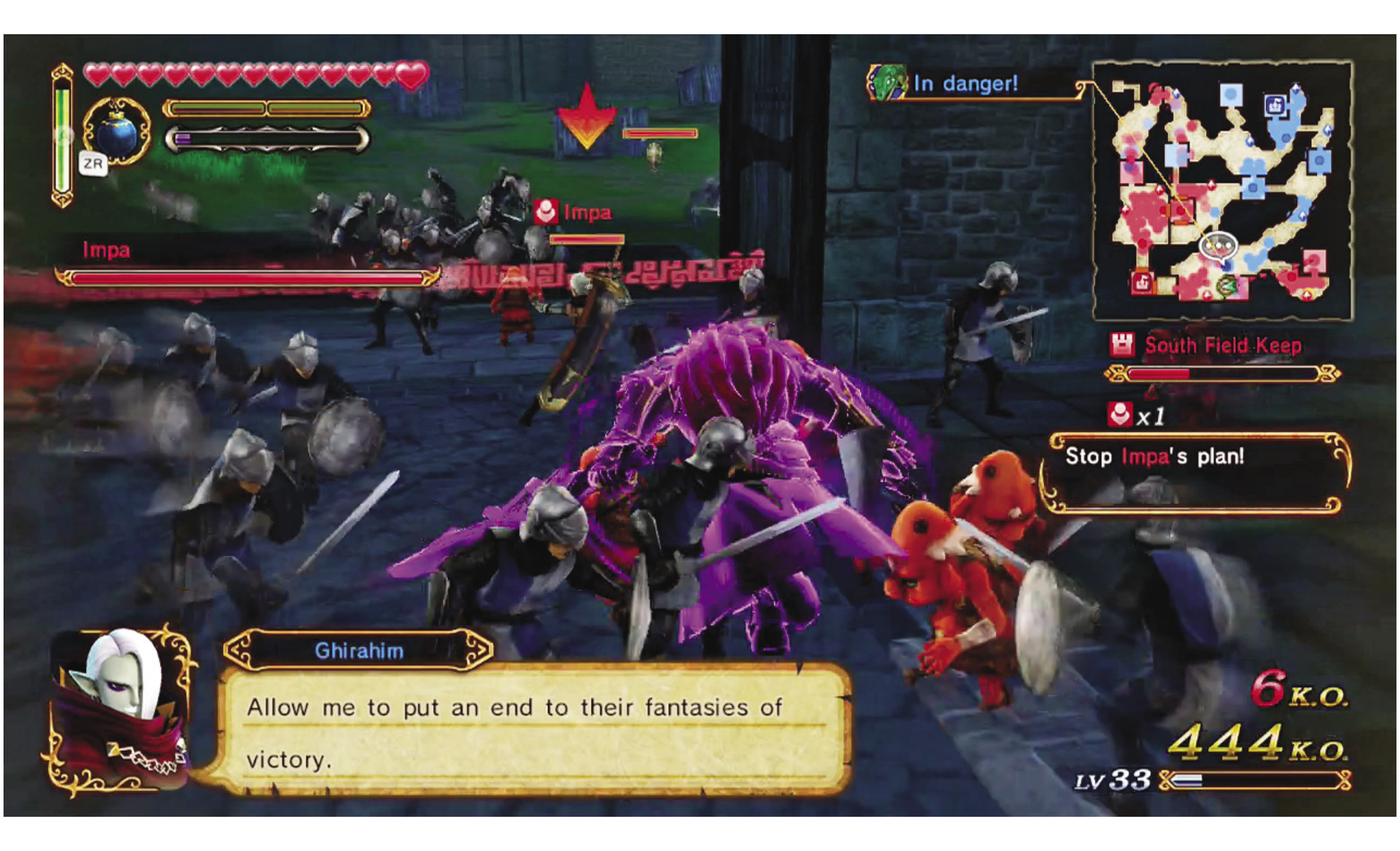
Defeat Link!

Eventually Link rushes straight toward the Allied Base to capture it. Race over to him to intervene, and be swift about it! As soon as Zant reaches the Rockface Checkpoint, the Hylians begin the next phase of their counter-offensive.

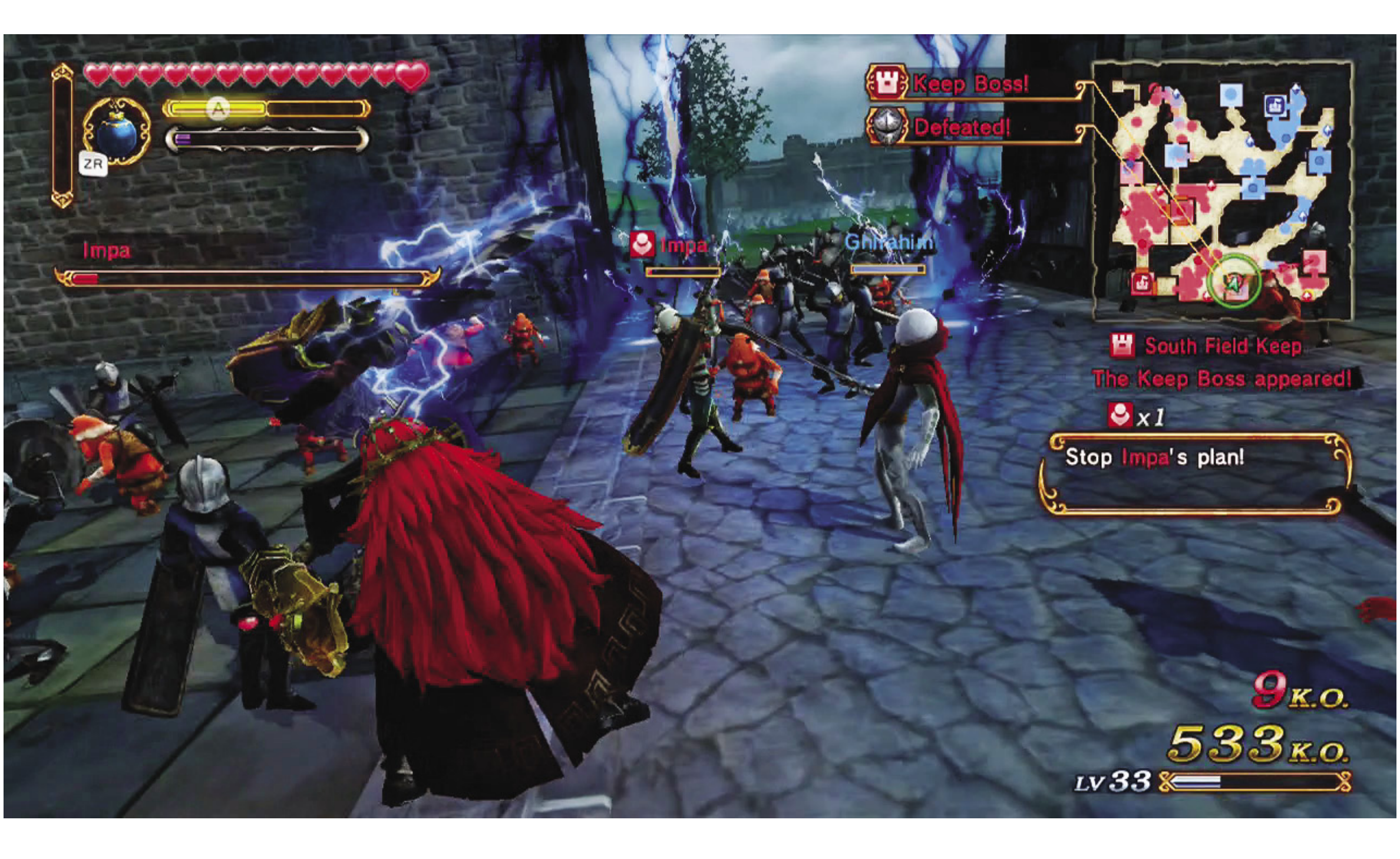


Bait Link with your guard and wait for his Weak Point Mark to appear. He's one of the best Warriors to use this tactic against because of his incredible speed and his ability to combo effortlessly. Hit him with a handful of Weak Point Smashes and watch Link fall faster than a Wallmaster from a temple ceiling.

Stop Impa!



When Zant reaches the Rockface Checkpoint, Impa races from the Hyrule Castle Checkpoint, the structure connected to the east side of the Hyrule Castle Keep, to the Fairy Fountain in the map's southeast corner. Her goal is to pray to the Great Fairy for help in this battle. If she can reach the Fairy Fountain, you'll have two minutes to defeat her before the Great Fairy destroys the Allied Base. Ghirahim moves in to intercept her, but the distraction only works for a couple of minutes before Impa realizes that fighting is getting her nowhere. From that point, she continues on her path to the Fairy Fountain.



If you defeated Link before Impa left the Hyrule Castle Checkpoint, then go to the southwestern corner of the map and wait right in front of the Checkpoint (remember it's the building connected to the east side of Hyrule Castle). Impa poses very little threat if you catch her on her way out of the Checkpoint; because she's completely focused on reaching the Fairy Fountain, she won't bother trying to attack you until she makes it about halfway between the Checkpoint and the Fountain. Attack her relentlessly, then bait her with your guard if she tries to fight back. She should cause you very little trouble during this fight.

Gold Skulltula Opportunity

This Skulltula is difficult because of how chaotic this battle is. When you reach 1,000 KOs, race to the outer east wall of the East Field Keep and destroy the boulder there. You'll find the Gold Skulltula hiding underneath the boulder.

Piece of Heart Opportunity

As soon as Impa is defeated and if Zant was successful in opening the Rockface Checkpoint, race through the Checkpoint as Ganondorf and then head south to the Abandoned Fort Keep. Capture the Keep to reveal a treasure chest containing the Piece of Heart.

Heart Container Opportunity

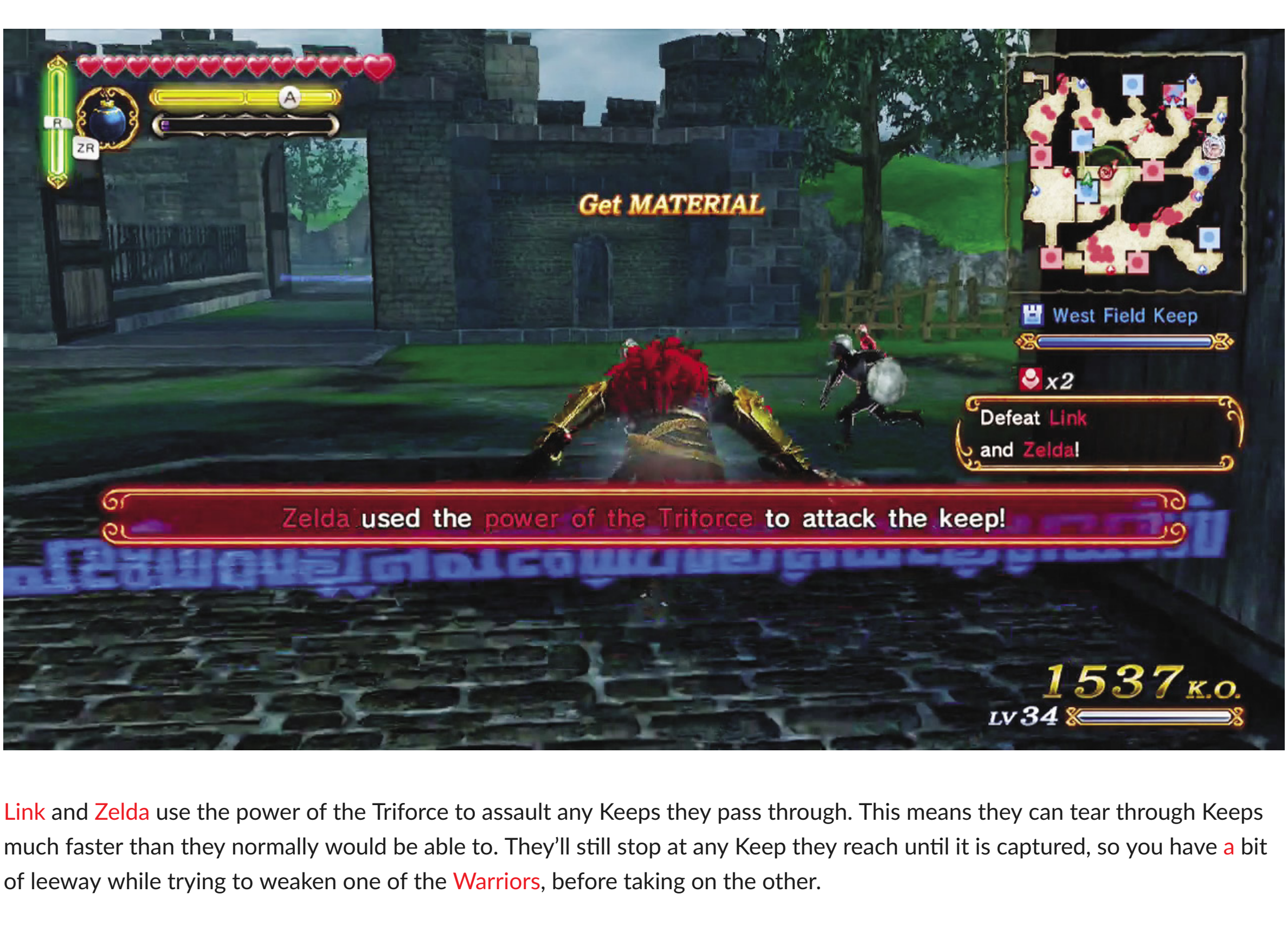
From the Abandoned Fort Keep, head south toward the bridge leading into Hyrule Castle. Stop short of the bridge and go west to find a boulder concealing the Heart Container.

Synchronize!

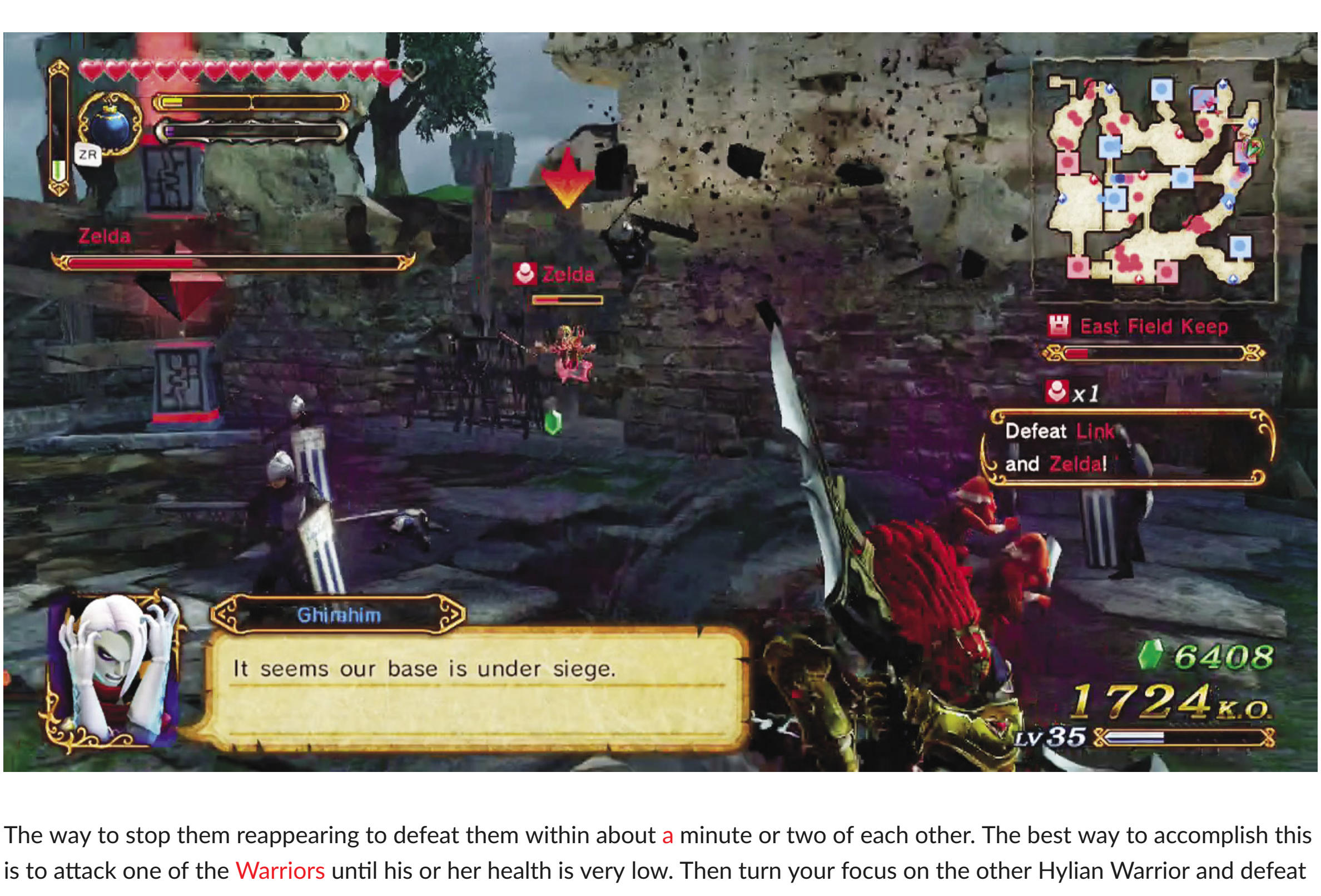
As soon as Impa's plan is foiled, Link reappears on the battlefield and Zelda opens the gates to Hyrule Castle. Now begins the trickiest part of the Scenario. Link and Zelda will continuously return to the battlefield now matter how many times you defeat them. They seem to be utilizing the power of their Triforce pieces to get themselves back in the fight whenever they are knocked out. Whenever you defeat either of them, they'll kneel in the spot they were defeated in and then, after a short while, they'll stand up and charge toward the Allied Base once more. Defeating them as soon as possible is definitely in your best interest.

Hard Gold Skulltula Opportunity

In order to reveal this Skulltula, you have to be playing as Ganondorf. You must defeat Link and Zelda a combined total of four times during this battle. Your first fight with Link doesn't count toward your four KOs. The KOs only count when both Zelda and Link are on the field at the same time.

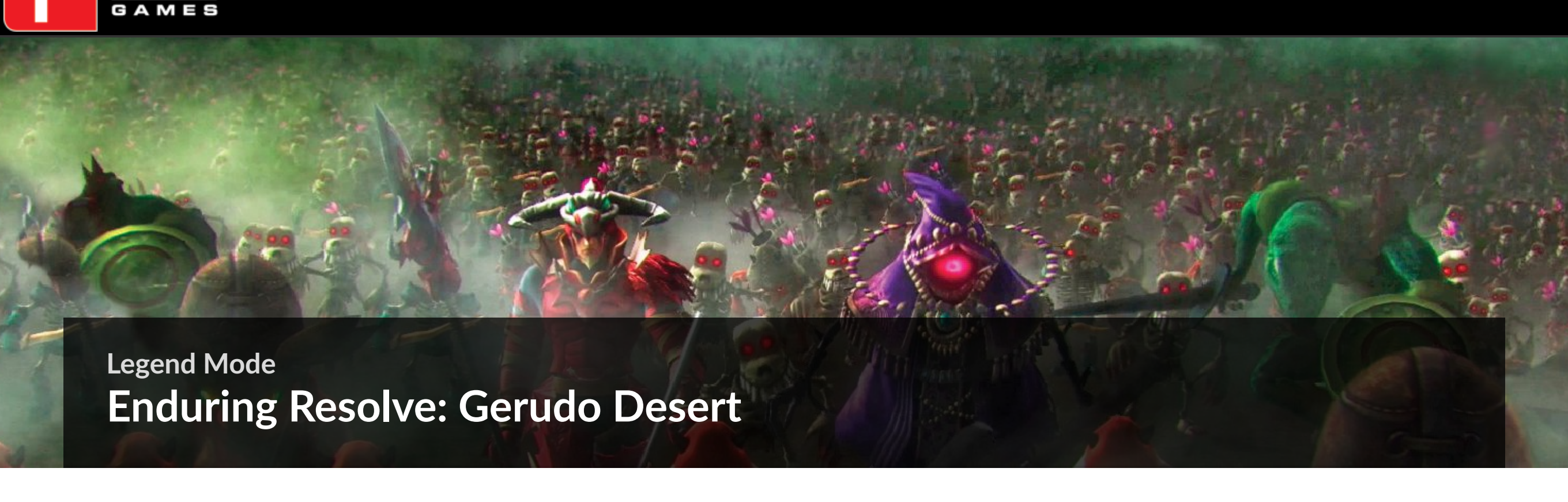


Link and Zelda use the power of the Triforce to assault any Keeps they pass through. This means they can tear through Keeps much faster than they normally would be able to. They'll still stop at any Keep they reach until it is captured, so you have a bit of leeway while trying to weaken one of the Warriors, before taking on the other.



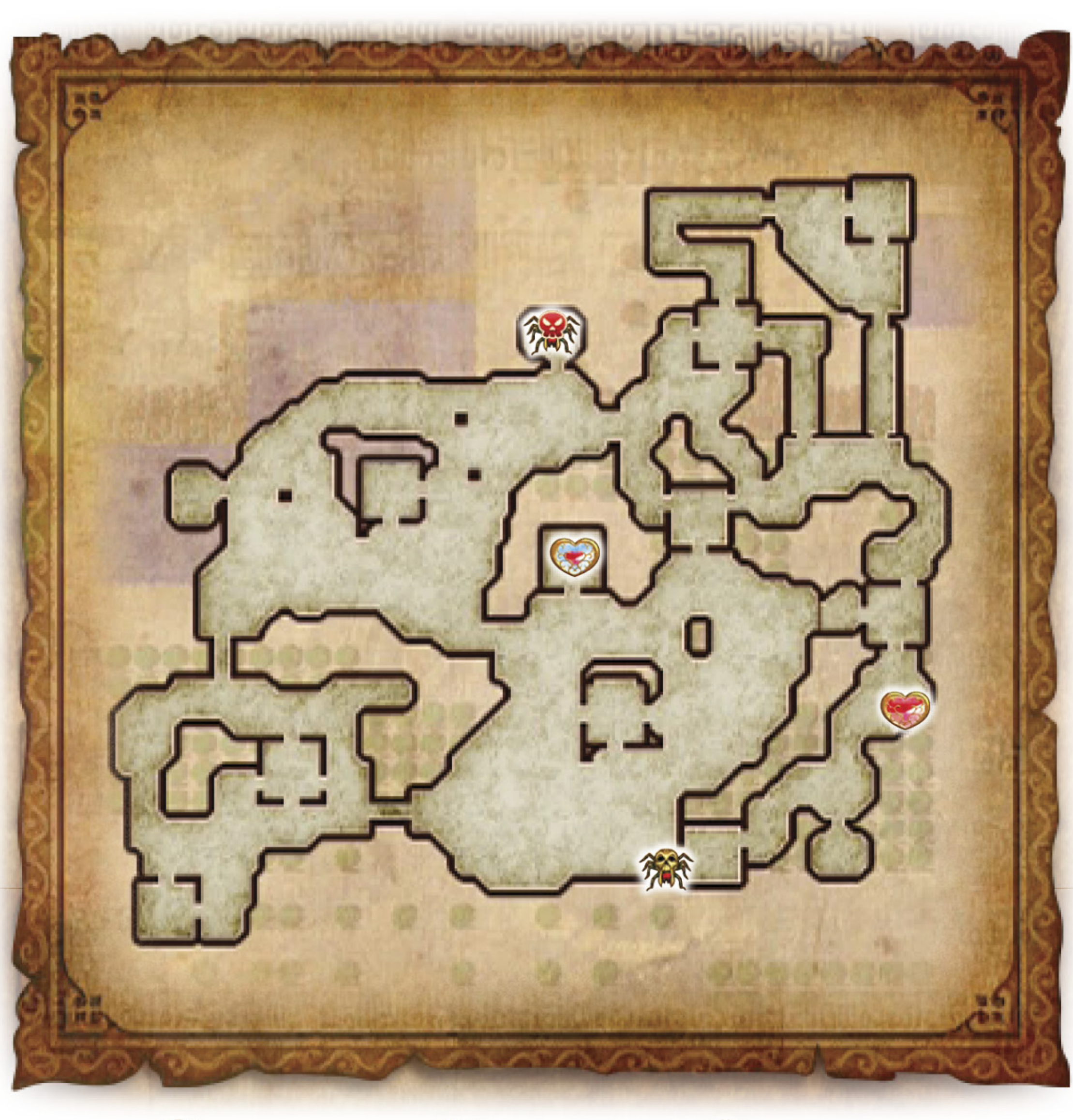
The way to stop them reappearing to defeat them within about a minute or two of each other. The best way to accomplish this is to attack one of the Warriors until his or her health is very low. Then turn your focus on the other Hylian Warrior and defeat that one, then return and knock out the Warrior whose health you already lowered. This isn't terribly difficult so long as you keep Link and Zelda out of the Allied Base. Once they are both in there, you'll have to watch who you're attacking and you'll have to be extra fast because they'll slowly lower the health of the Allied Base with every attack they do inside it.

Once you defeat both Link and Zelda the mission is done.



Legend Mode

Enduring Resolve: Gerudo Desert



- 1000 SKULLTULA
- HARD SKULLTULA
- HEART CONTAINER
- PIECE OF HEART
- SEALED WEAPON
- BOMBS
- BOW
- BOOMERANG
- HOOKSHOT

Playable Characters

Link

Lana

Sheik

Zelda

Heart Container

Link

Piece of Heart

Lana

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Zelda's Rapier—Defeat 2,000 enemies while maintaining at least 30% health.

Unlockables

None

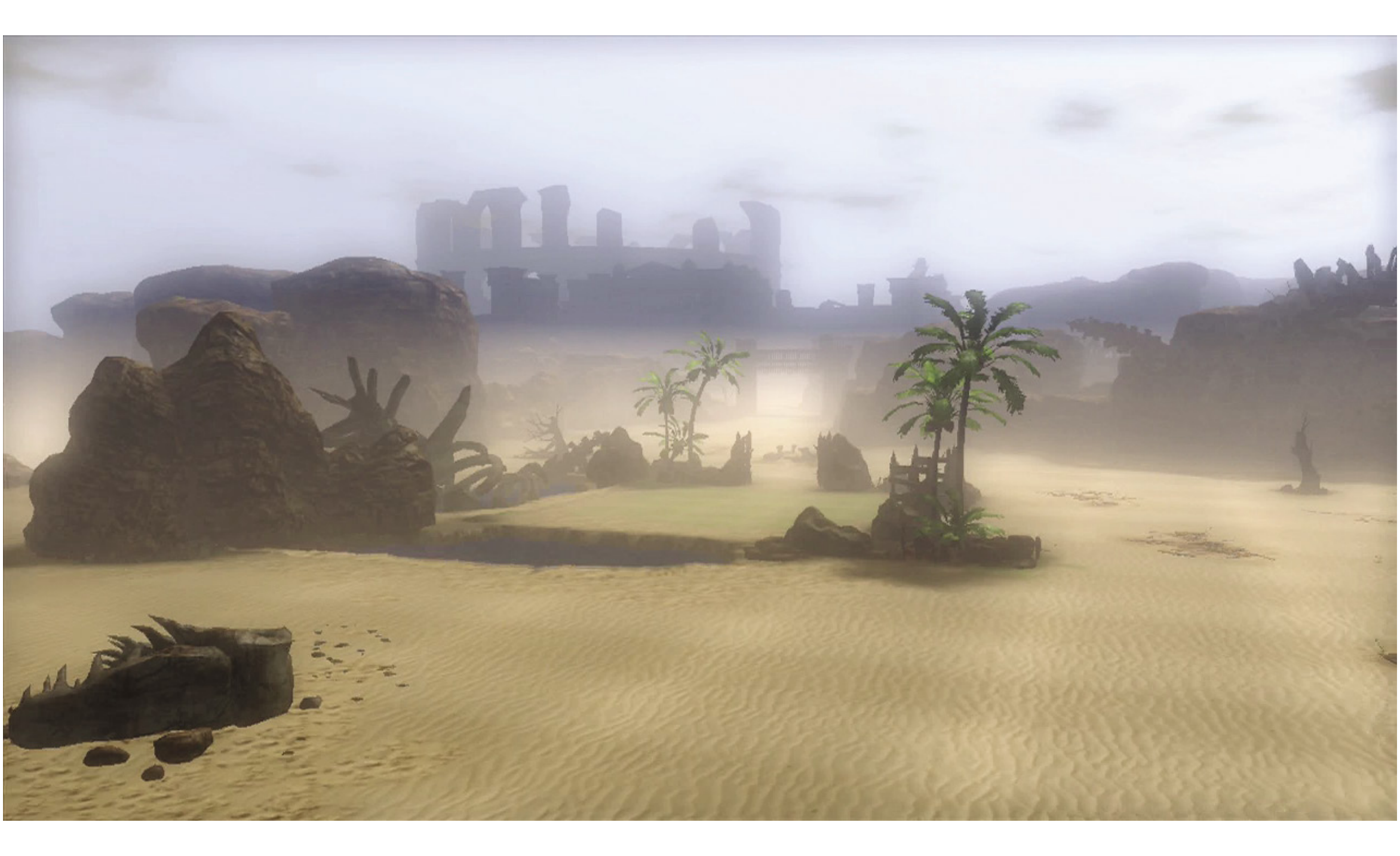
Victory Conditions

Defeat Ghirahim and Zant.

Defeat Conditions

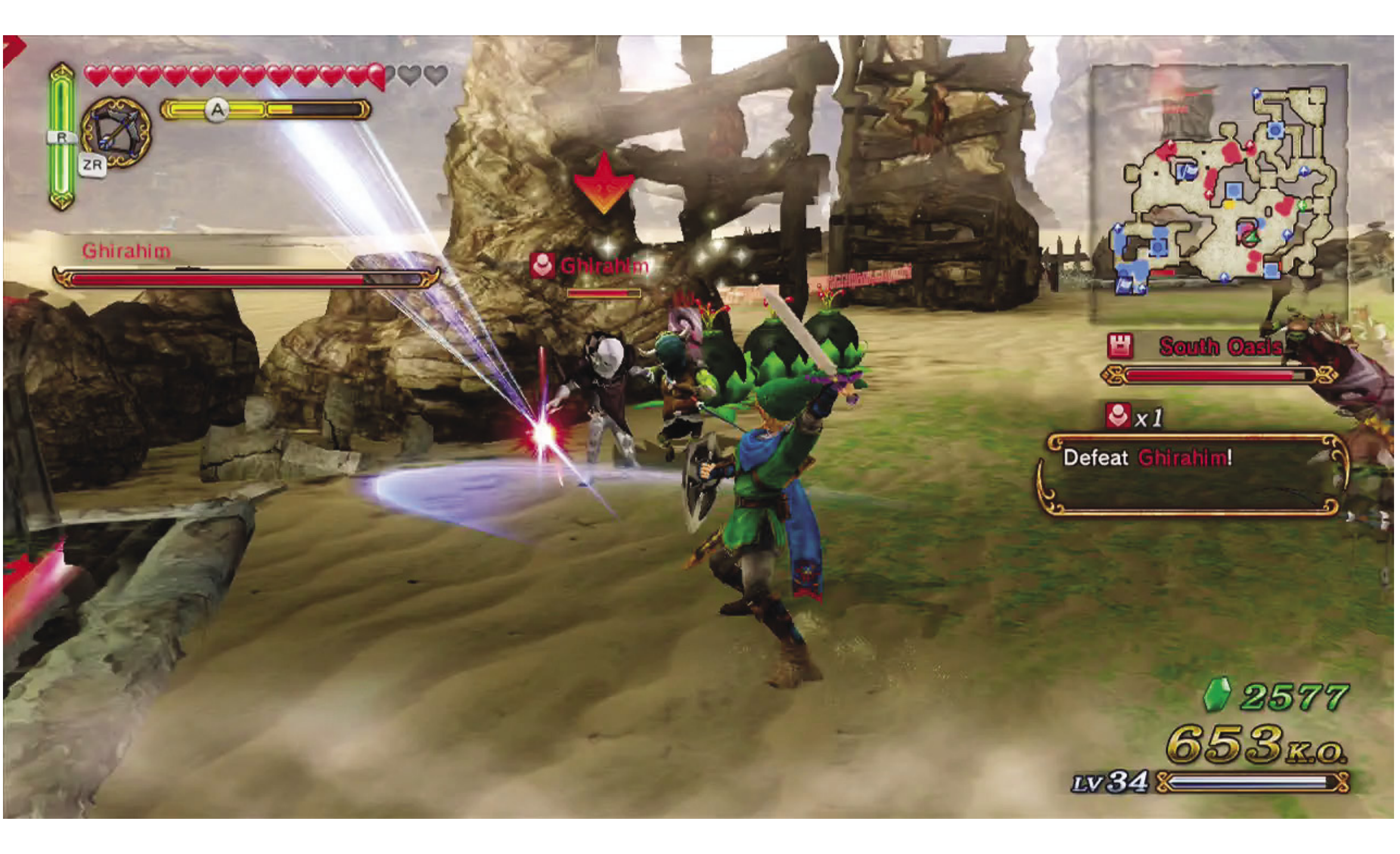
If Link, Zelda, or Lana flee, or the Allied Base falls.

The Hylians' Response



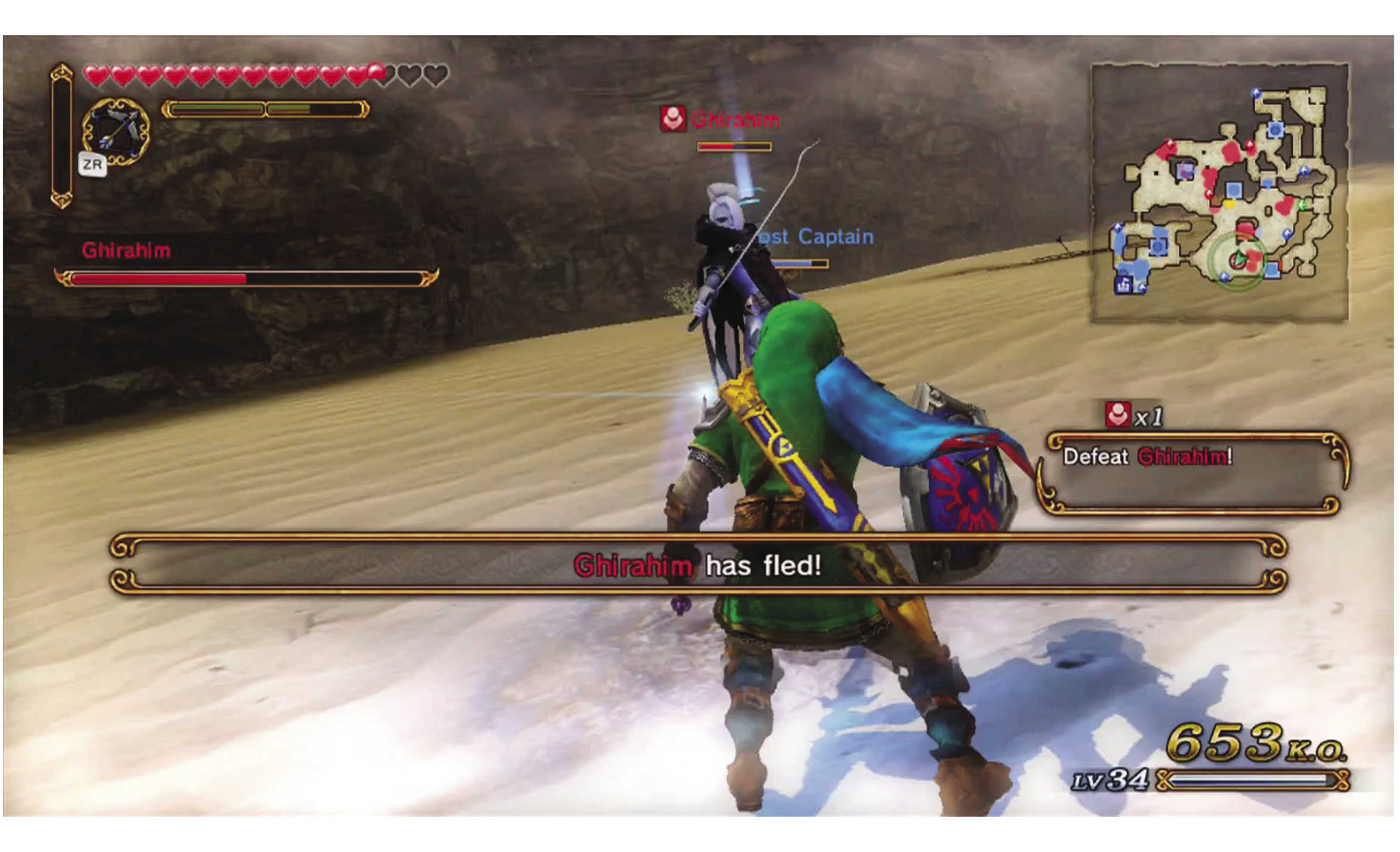
Ganondorf's campaign against Hyrule has been devastating, and now that he has the complete Triforce in hand, stopping him is going to require nothing short of a miracle. Fortunately for us, Ganondorf has left the battlefield to his hordes of monsters, so we might just have a shot at turning this battle around. If we can defeat Ghirahim and Zant in their base hidden in the Gerudo Desert, we might have a shot at defeating Ganondorf. It's the only hope we've got.

Defeat Ghirahim



Defeat Ghirahim!

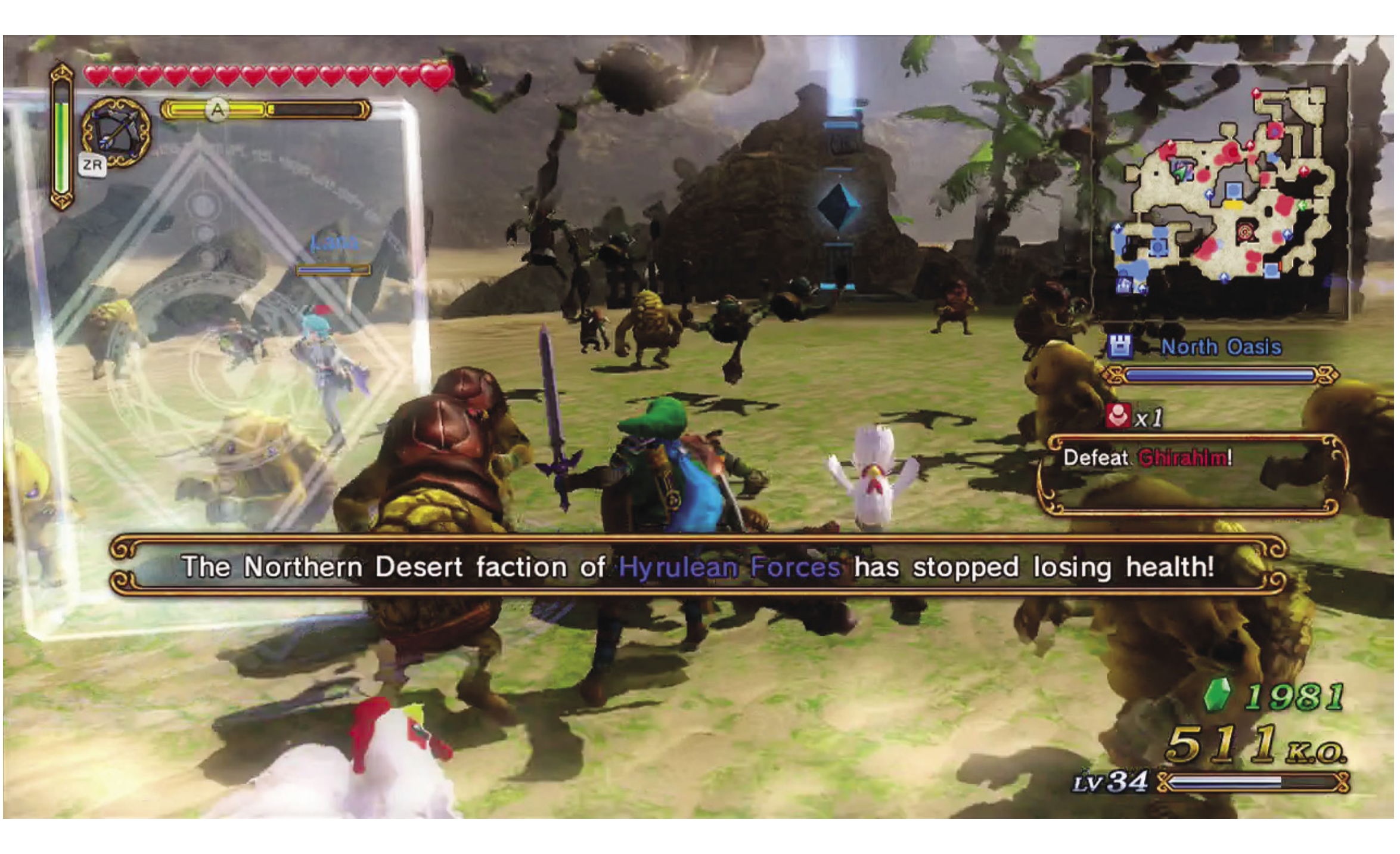
Your first mission is to defeat Ghirahim, who is in the South Oasis Keep. You need to pay close attention to the health of all of your allies during this fight. The heat is brutal in the Gerudo Desert and it will slowly deplete your allies' Health Bars. If any of your allies flee, you'll lose the battle, so be vigilant!



Defeat Ghirahim!

Ghirahim has fled!

When you reach Ghirahim in the South Oasis Keep, use bait tactics to whittle his health down by 30 percent. Something seems off about the way Ghirahim looks; he seems a bit . . . faded. After you've taken 30% of his health, Ghirahim flees. Chase after him and see where he goes. There's more to this suspicious Ghirahim than meets the eye, and we need to get to the bottom of it.



Defeat Ghirahim!

The Northern Desert faction of Hyrulean Forces has stopped losing health!

Before going after Ghirahim, make sure to claim any enemy Keeps around the map that you have access to and defeat any Captains you find. You should make a point to capture the North and South Oasis Keeps. As we mentioned before, the desert sun is brutal here and the Oasis Keeps actually provide relief from the heat after you capture them, meaning the allies' health will stop slowly dropping. Just make sure to avoid the Arbiter's Keep for now if you want to avoid starting the next mission.

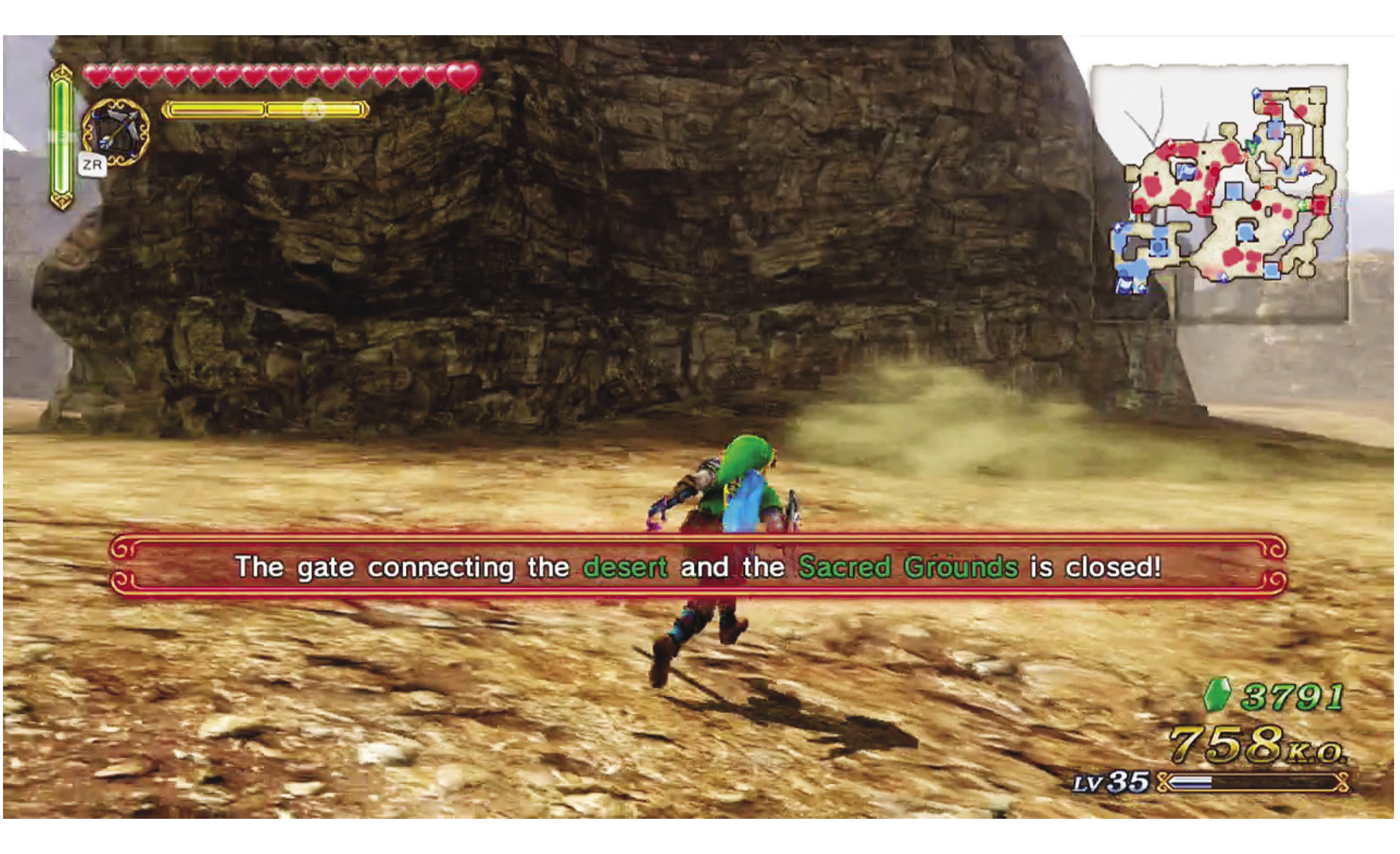
Gold Skulltula Opportunity

If you clear out most of the enemies on the map before heading to the Arbiter's Keep, the 1,000 KO Gold Skulltula will appear right in front of the S. Desert Keep's west entrance. Be careful about getting your 1,000 KOs, however. If you don't get them until shortly after you enter the Arbiter's Keep, you'll have a very hard time reaching the Skulltula when it appears, because your next mission has you stuck in the north eastern corner of the map for a bit. Make sure to plan accordingly and be thorough in your conquest of the map to make sure you're able to get the Skulltula when it appears.

Piece of Heart Opportunity

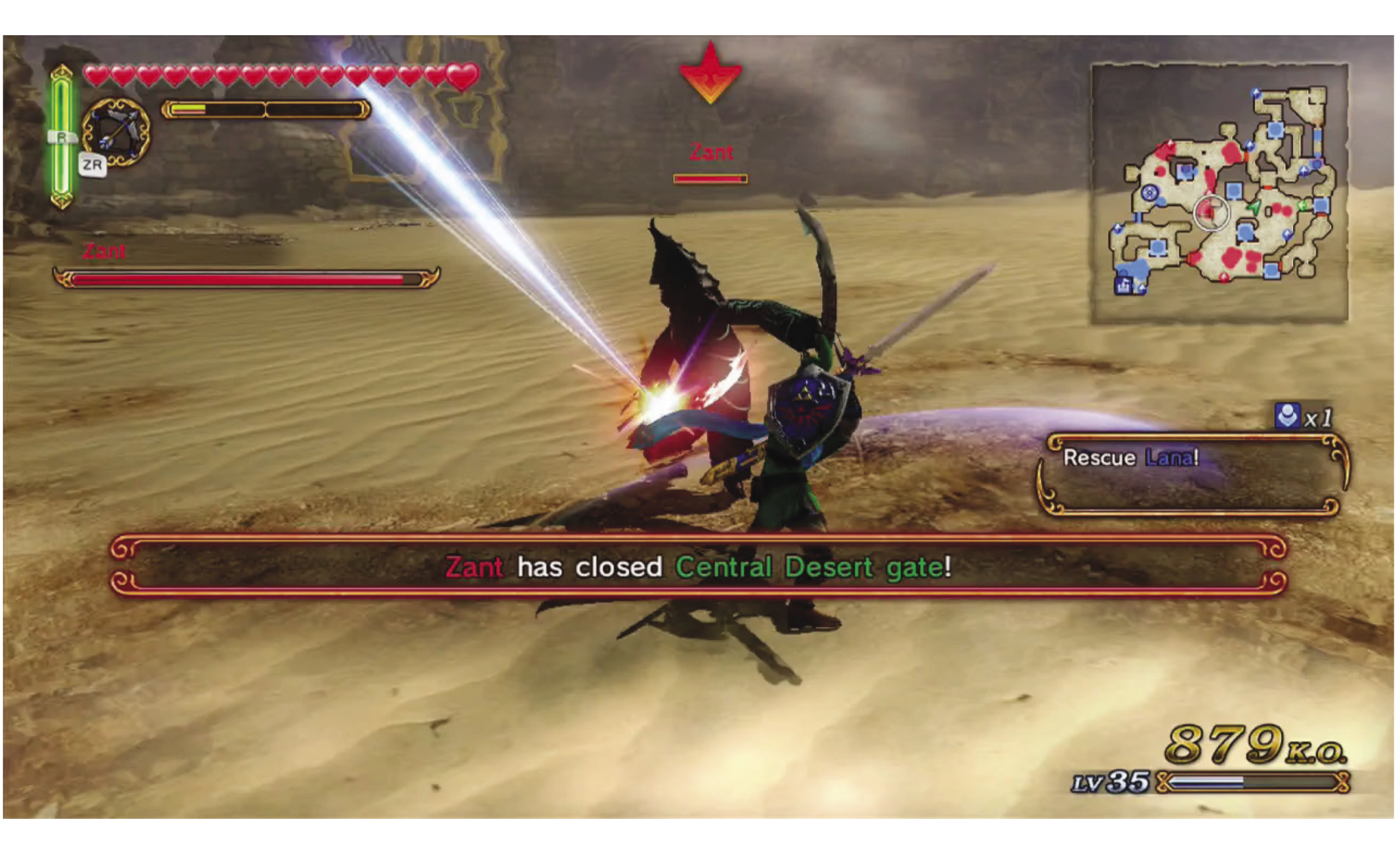
If you are playing as Lana during this Scenario, you can go capture the Central Keep to reveal a treasure chest. Inside the chest is Lana's Piece of Heart for this Scenario.

Hoodwinked!



The gate connecting the desert and the Sacred Grounds is closed!

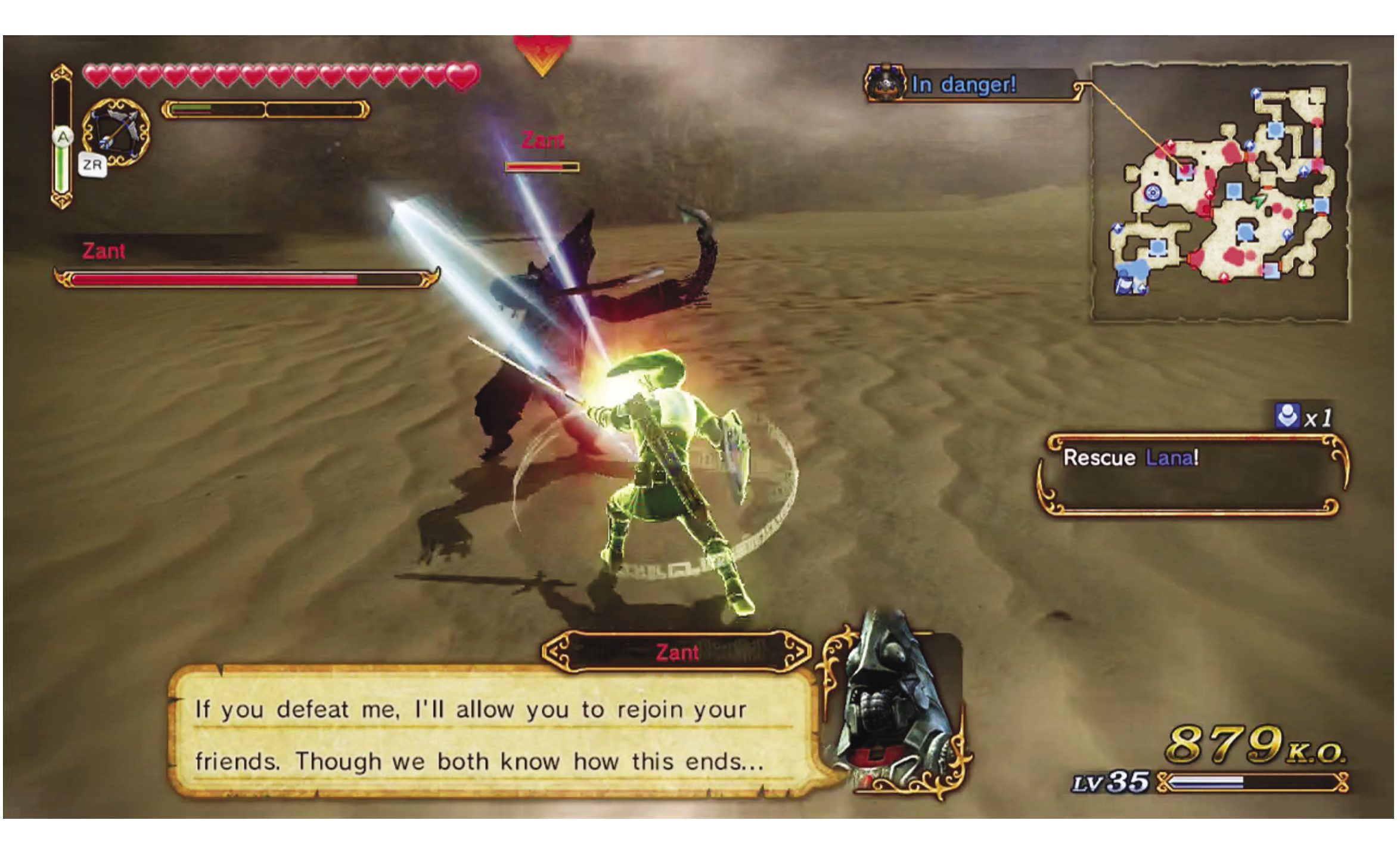
As soon as you defeat Ghirahim, Zant traps you in the northeastern corner of the map. To escape, you'll need to head to the Clifftop Keep and jump off the ledge just outside its west gate. The problem is, the west gate is closed until you capture the Keep, and to make matters worse, one of your allies is surrounded by enemy Captains in the map's northwestern corner and their morale has dropped. Your ally could be forced off the field with relative ease. Quickly capture the Clifftop Keep and race to your ally's side to assist them in taking out this new wave of baddies.



Rescue Lana!

Zant has closed Central Desert gate!

Once you escape from Zant's poorly conceived trap, head toward your ally near the North Oasis Keep. Before you can get there, however, Zant closes the gates, blocking your passage into the northeastern part of the map. You must face off with the Usurper King to reopen the gates.

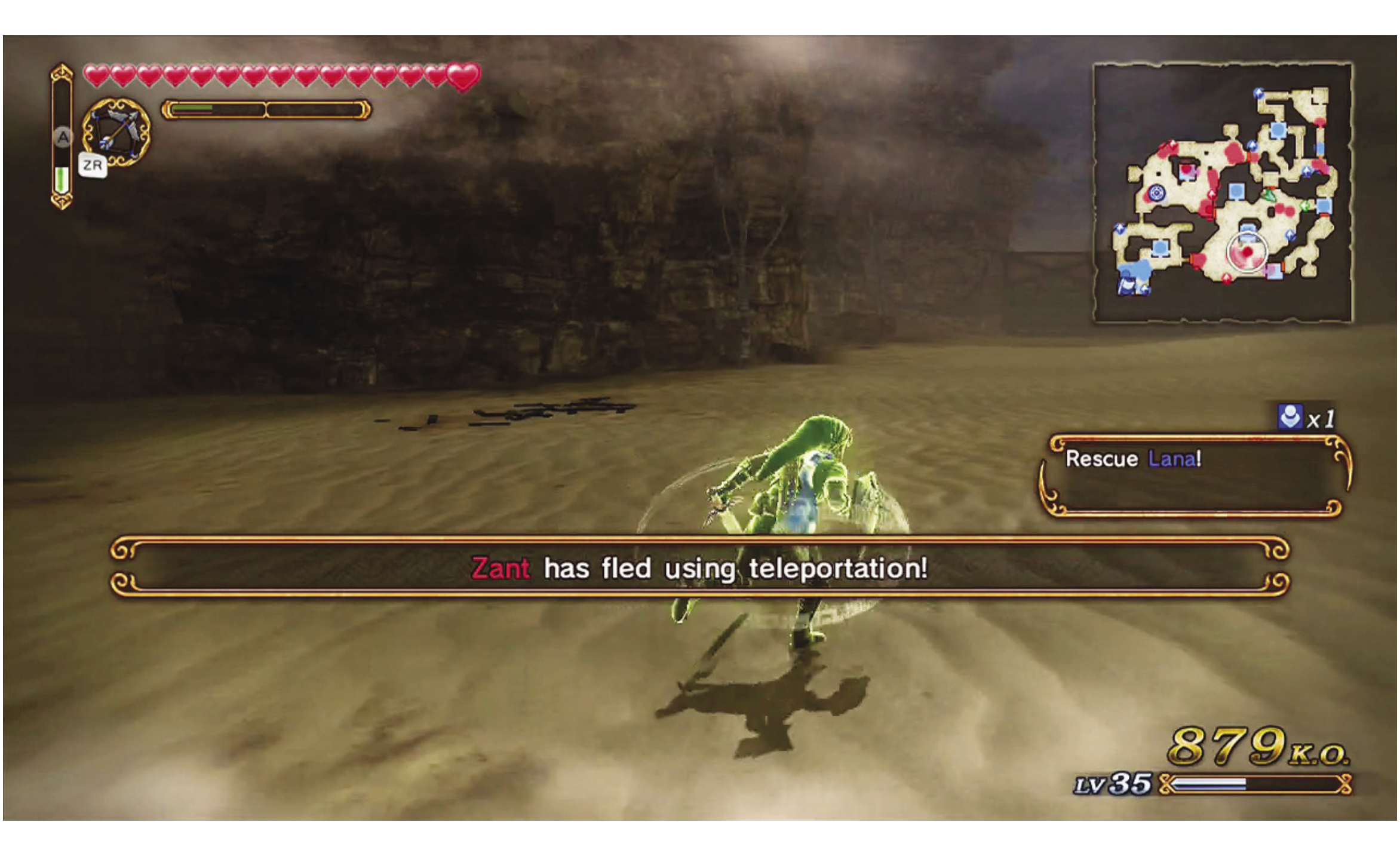


Rescue Lana!

Zant

If you defeat me, I'll allow you to rejoin your friends. Though we both know how this ends...

Baiting works really well against Zant, but a straightforward assault will also get the job done. Zant is pretty slow and can easily be challenged by attacking until he blocks, then backing off for a second until he drops his guard. This can be a tedious way to beat him if your chosen Warrior isn't particularly powerful, so if you are in that position, stick to Weak Point Smashes instead.



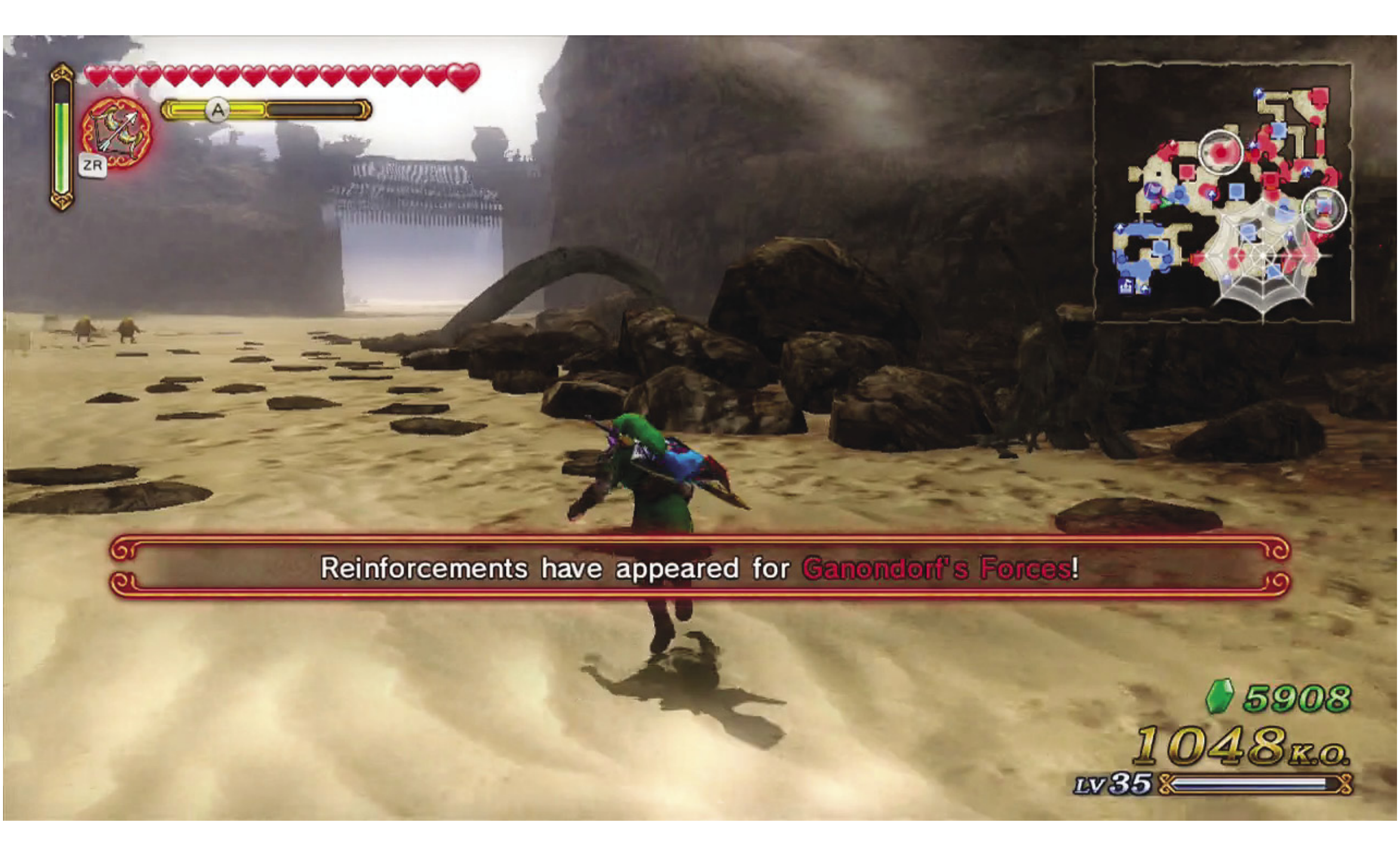
Rescue Lana!

Zant has fled using teleportation!

After fighting Zant for a minute or two, he teleports south of the South Oasis Keep. Follow and finish him off to reopen the gates.

Friends Thought Lost

As soon as you reach your ally, some familiar faces show up to aid you: Princess Ruto, Darunia, Agitha, Midna and Fi all enter the battlefield after they hear Lana's prayers for help. It's time to turn this fight around! Defeat all of the enemy Captains in the area, which shouldn't be a problem with your full team reunited.



Reinforcements have appeared for Ganondorf's Forces!

Captains appear all over the north and east sides of the map and they immediately hightail it to the Allied Base. Intercept them and defeat any other Captains that are on the field.

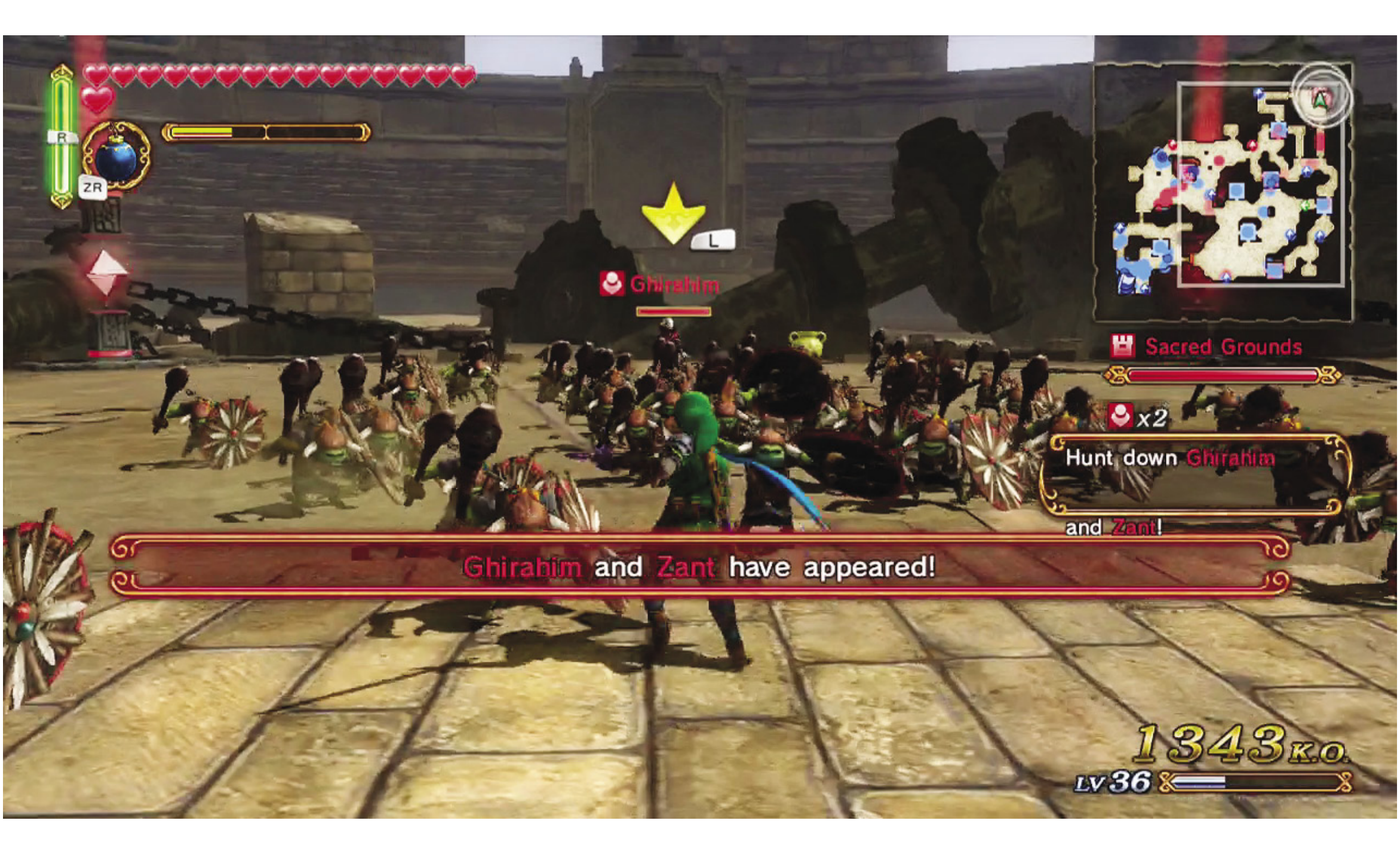
Hard Gold Skulltula Opportunity

This is your chance to sweep the map and rack up 2,000 KOs. Keep your health over 30 percent to make the Skulltula appear in the alcove directly west of the Arbiter's Keep. Destroy the boulder inside the alcove to find the Skulltula.

Heart Container Opportunity

Now that all of the gates on the map are open, you can reach Link's Heart Container. While playing as Link, head through the S. Desert Keep and move north toward the Clifftop Keep. On your way up to the Clifftop Keep you'll find a boulder that is concealing a treasure chest. Destroy the boulder, open the chest, and you'll get the Heart Container for this Scenario.

Our Last Chance!



Hunt down Ghirahim and Zant!

Ghirahim and Zant have appeared!

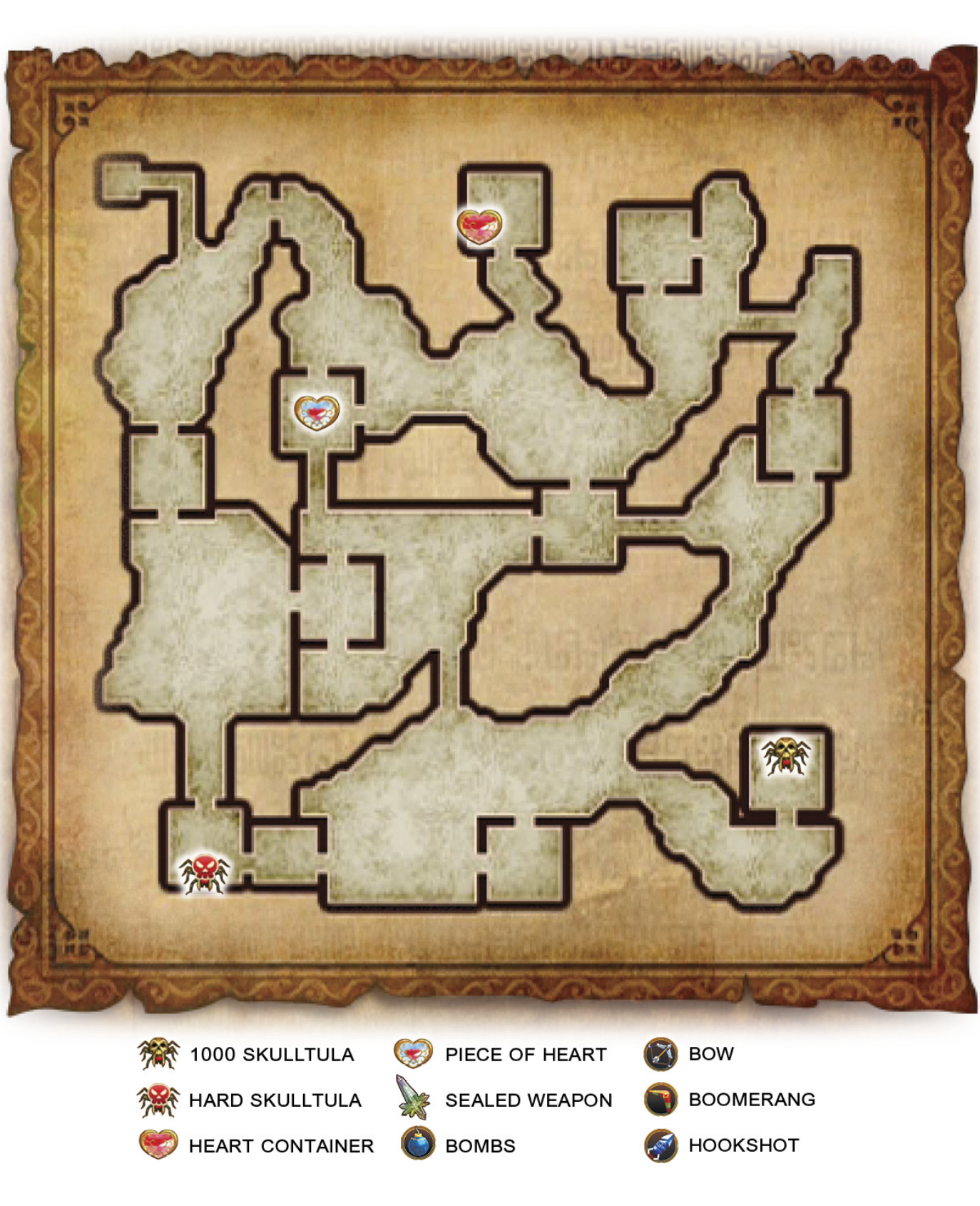
The real Ghirahim and Zant appear in the Sacred Grounds Keep in the northeast corner of the map. After you've cleared out all the Captains on the battlefield, head up to the villains and challenge them directly. Use the same tactics that you used on their doubles to defeat them. Try to focus on one at a time unless you are using a Special Attack, in which case, you're going to want to group them together to damage them both.

When you defeat the both Ghirahim and Zant, the battle is over. The Hylians have gained a foothold in the battle against Ganondorf. It's time to challenge the Dark Lord!

PRIMA GAMES

Legend Mode

Liberation of the Triforce: Ganons Tower



Playable Characters

- Link
- Lana
- Sheik
- Zelda
- Impa
- Midna
- Darunia

Heart Container

Zelda

Piece of Heart

Impa

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Darunia—Defeat Ganondorf before the Castle Keep is captured while keeping all allies alive.

Unlockables

Hero Mode
Hard Mode Gold Skulltulas

Victory Conditions

Defeat Ganondorf.

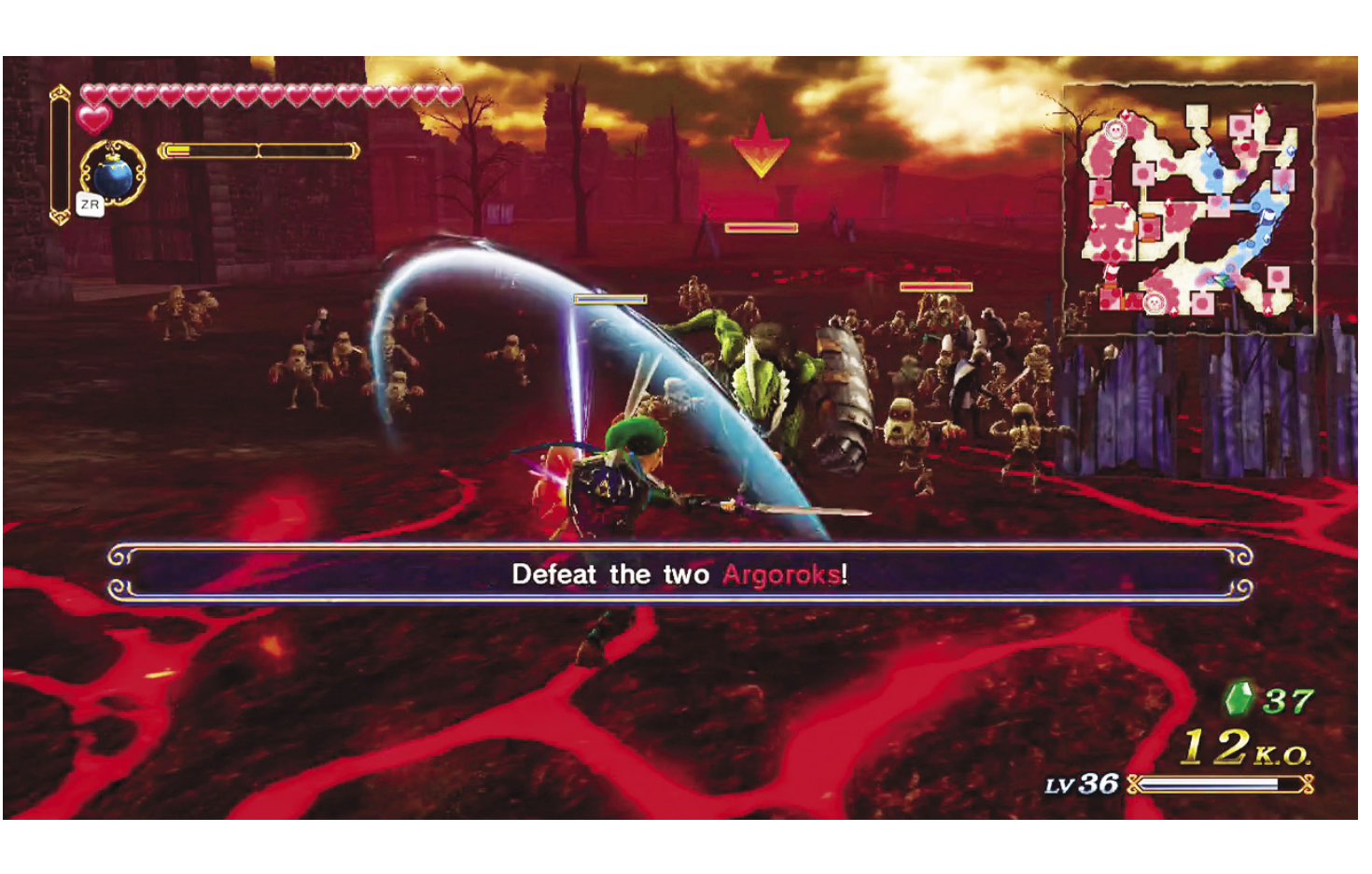
Defeat Conditions

If Zelda flees.

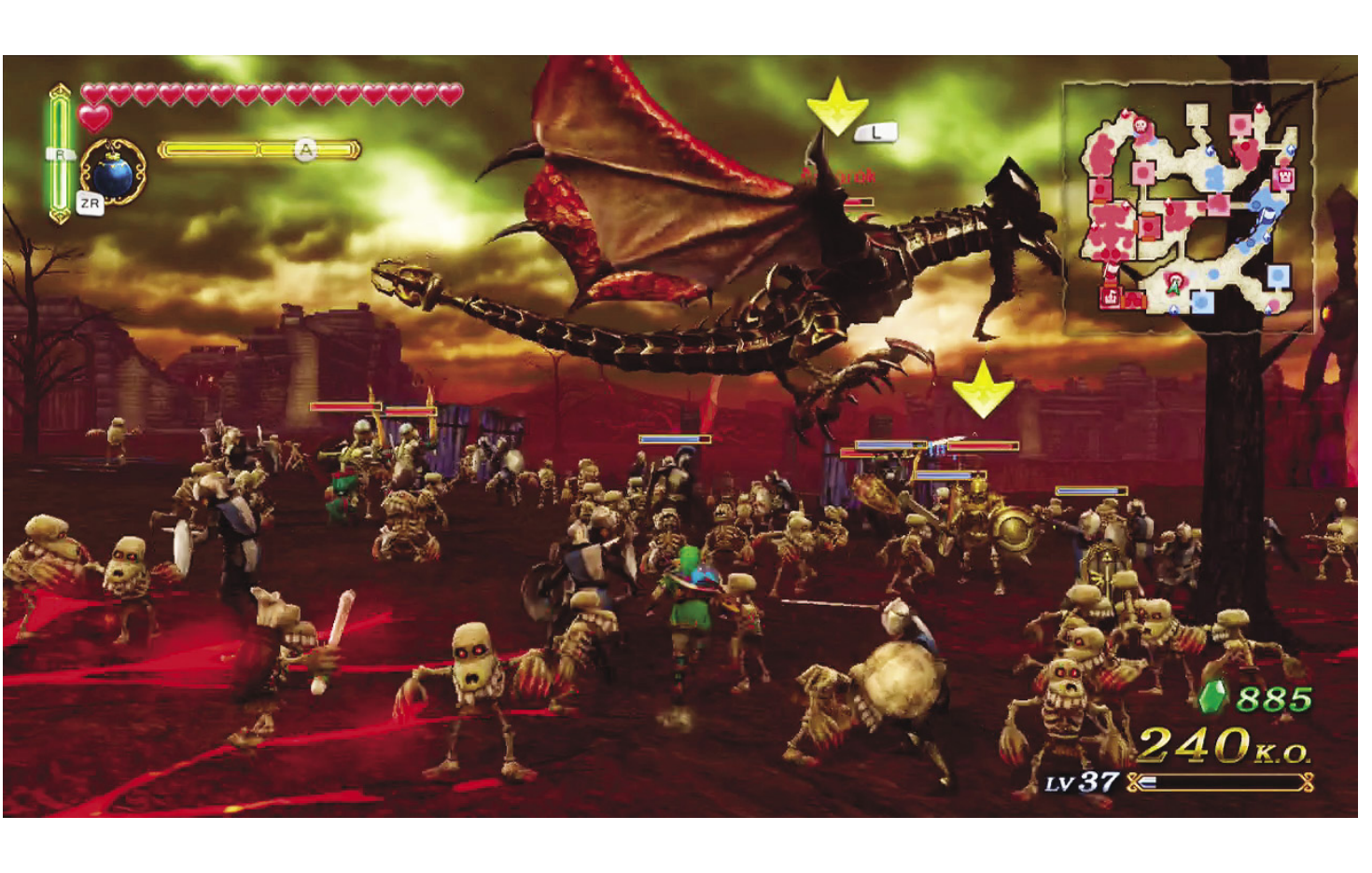
A Miracle in the Making

The victory in Gerudo Desert has given you a single shot at taking out Ganondorf. He's taken Hyrule Castle and transformed it to better match his black heart. The Hyrule Field is a gnarled, hellish nightmare completely overrun by monsters. Ganondorf is hiding inside Hyrule Castle, performing a ritual that can only be bad for the heroes. We're running out of time! We've got to bring an end to the Dark Lord now; we may never get another chance.

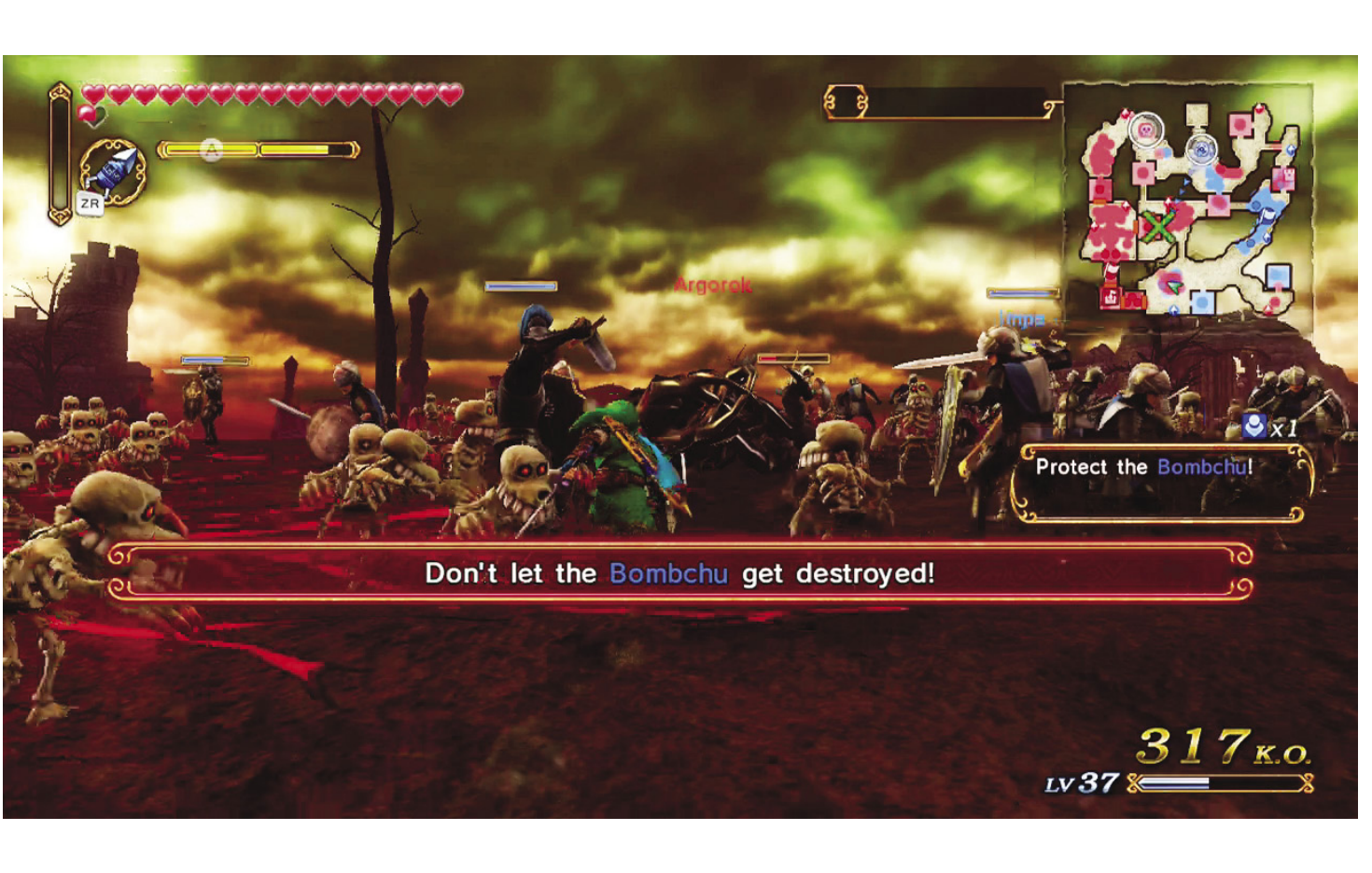
Dragon Hunting



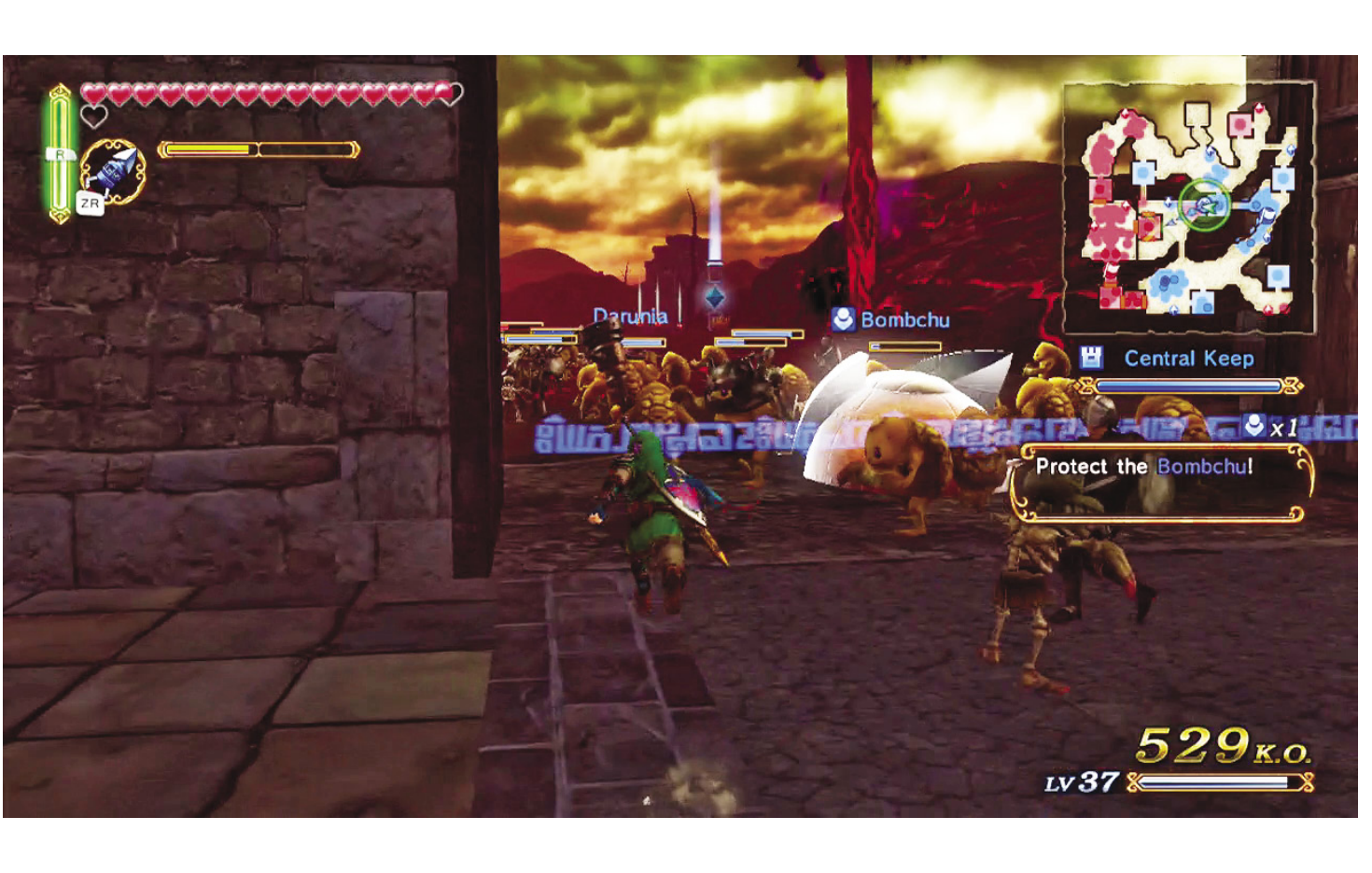
Your first task is to defeat the two Argoroks on the field—one in the southwest corner of the map and the other in the northwest corner. Start with the southwestern Argorok. In case you need a refresher on how to beat these winged lizards, here's a quick reminder.



Stay to the side or behind the Argorok to avoid most of its attacks. Its tail glows blue at the end of most of its attacks, which is the time to use your Hookshot on it to pull it out of the air. After two or three Weak Point Smashes, the dragon will fall and you can make your way to the second beast in the northwest.

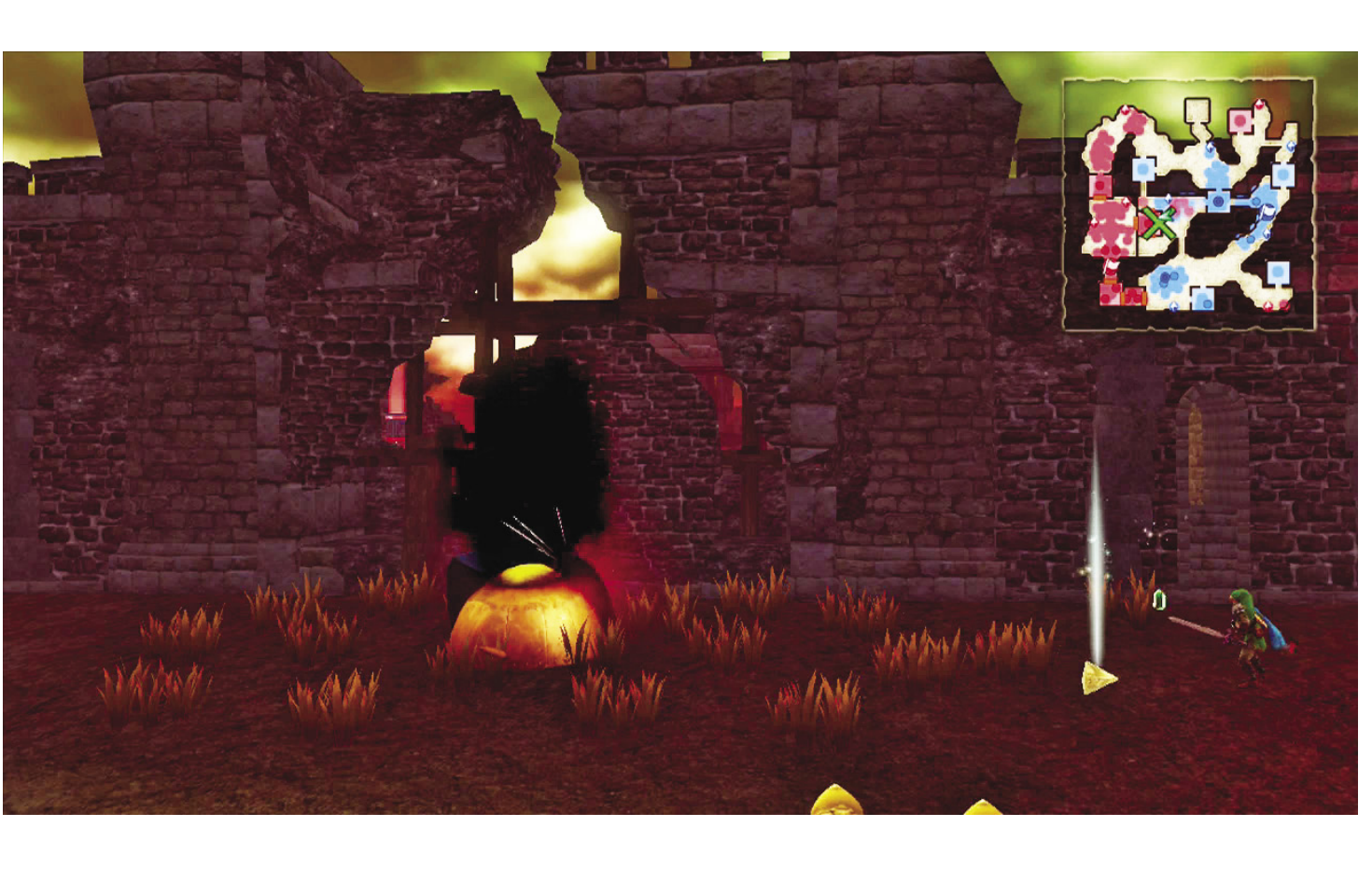


After you defeat the first Argorok, Darunia enters the battlefield with a plan to break through the West Field Keep's east wall. The goal is to get to Hyrule Castle's gates to force Ganondorf outside. The Goron chief has a Bombchu with him and he needs it to be escorted to the West Field Keep. This is where things get challenging. You have to escort the Bombchu safely while trying to battle with the second Argorok. Face the Argorok first and use your Battlefield Info screen to keep a watchful eye on the Bombchu to make sure it's safe. If you race to the Argorok before it can reach the Bombchu, it's that much easier to get the Bombchu to its target safely.



Right after the Bombchu starts moving, a few Captains appear near the Bombchu. You need to be fast in taking out the Argorok so that the enemy Captains don't destroy the Bombchu before you can reach it. Use your Special Attacks and Focus Spirit to bring down the Argorok faster. If you hit Ⓐ (Ⓧ in Zelda Style) after activating your Focus Spirit, you'll deplete the gauge and do a different Focus Spirit attack. This is a great attack to use because Argorok is in the air for most of the fight; this attack will knock it out of the air and reveal its Weak Point Mark. You most likely won't be able to attack it with Regular Attacks while your Focus Spirit is active, so save time, activate the Focus Spirit Attack, damage the Argorok, and get back to pulling it down with your Hookshot.

Capture the West Field Keep



Once you've defeated the second Argorok, race to the Bombchu and defeat the enemy Captains surrounding it. The Bombchu will begin moving again when the area is clear. Escort it to the West Field Keep's east wall, where it detonates, destroying the wall and giving you access to the Keep. Before you head in to the Keep, sweep the battlefield and capture any enemy Keeps you have access to. Every bit of field control is going to help for the latter half of this fight. Just be quick about it: Two of your allies make their way into the West Field Keep as soon as the wall is broken. It won't take them long to capture it and when they do, the next part of the battle begins.

Gold Skulltula Opportunity

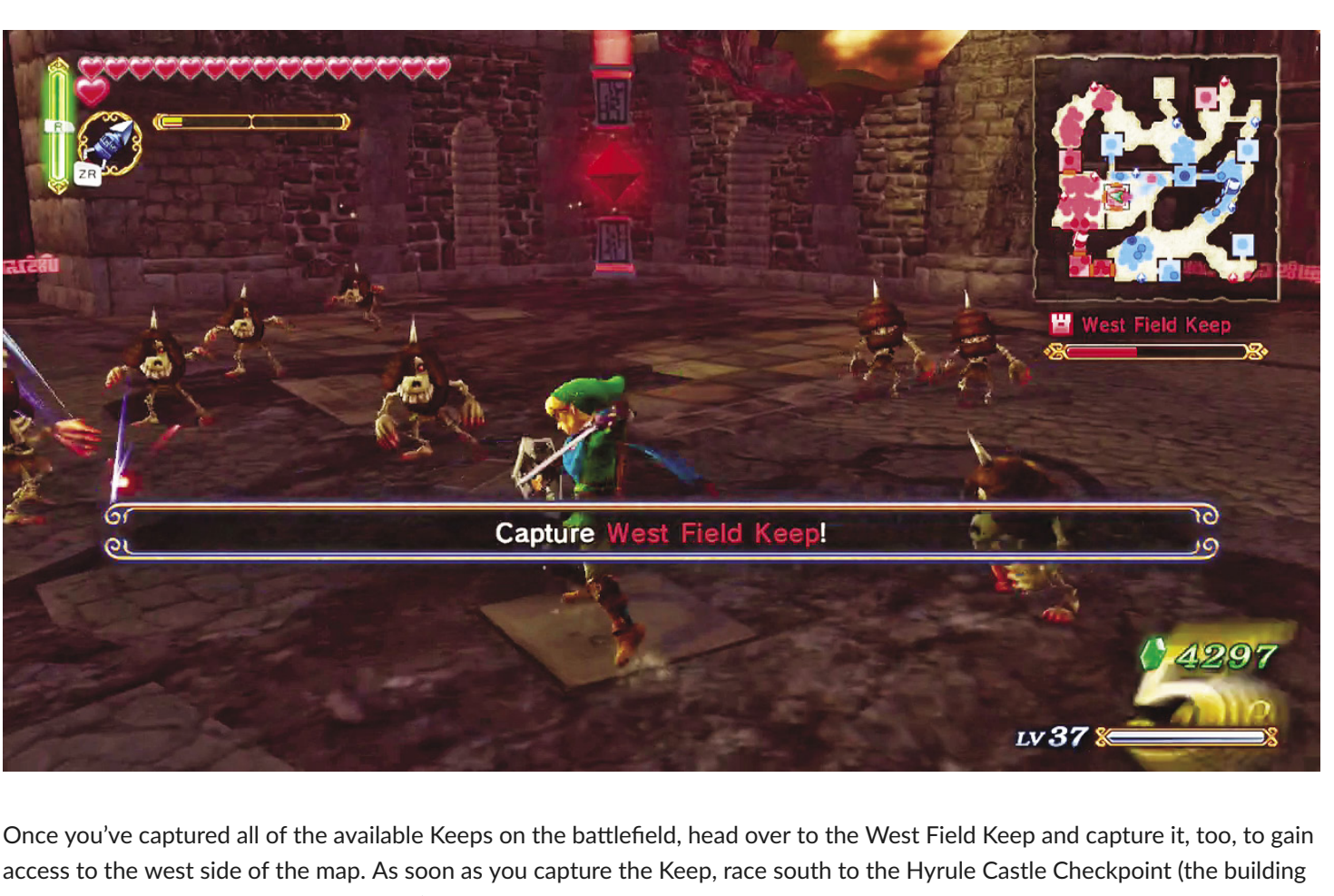
While capturing all of the available enemy Keeps, you'll very likely reach 1,000 KOs, which means a Gold Skulltula will appear on the map. The shiny arachnid is under a boulder in the Fairy Fountain Keep. Race there, destroy the boulder, and defeat the Skulltula to claim your puzzle piece.

Piece of Heart Opportunity

If you're playing as Impa, you can capture the W. Rockface Keep to reveal a chest containing Impa's Piece of Heart for this Scenario.

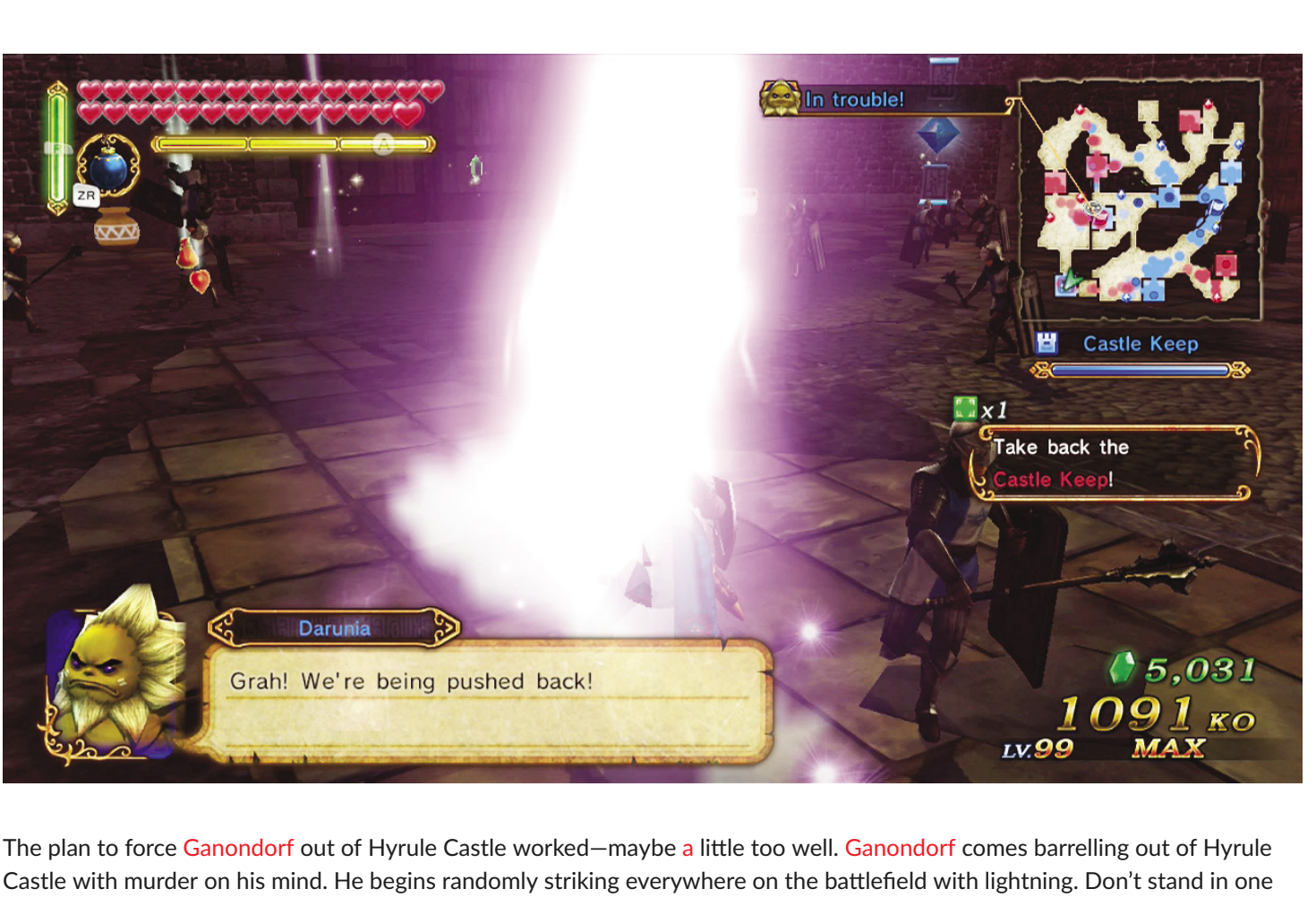
Heart Container Opportunity

If you're playing as Zelda, you can run up to the abandoned Keep on the north side of the map and destroy the boulder sitting up against its western wall. Underneath the boulder is a chest containing Zelda's Heart Container for this Scenario.

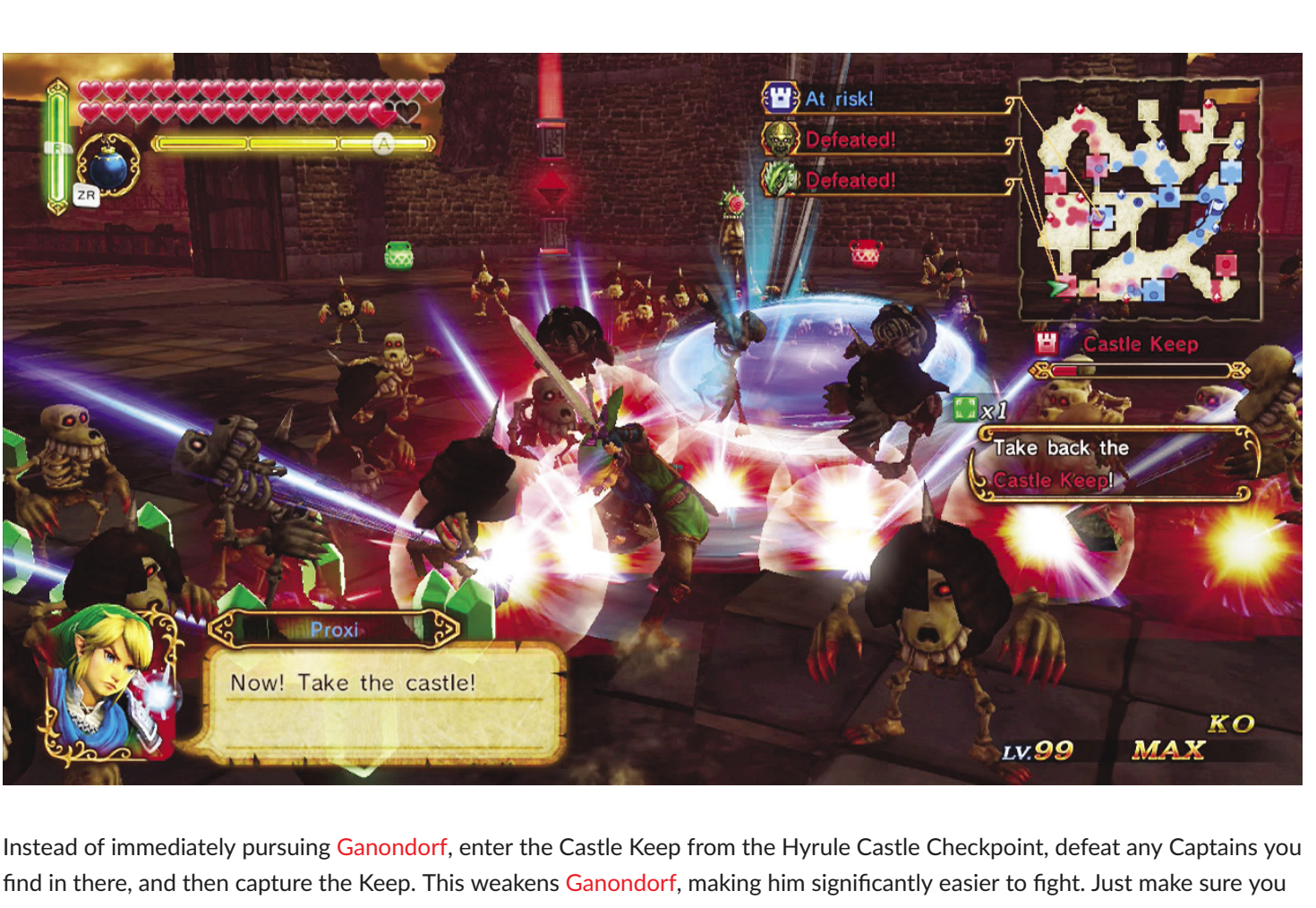


Once you've captured all of the available Keeps on the battlefield, head over to the West Field Keep and capture it, too, to gain access to the west side of the map. As soon as you capture the Keep, race south to the Hyrule Castle Checkpoint (the building connected to the Castle Keep's east side) and wait for the gate to open. Inside the Checkpoint is a handful of enemy Captains that will attempt to run amok on the map while you're busy with other things. Take them out here to maintain your field control.

Ganondorf's Wrath



The plan to force Ganondorf out of Hyrule Castle worked—maybe a little too well. Ganondorf comes barrelling out of Hyrule Castle with murder on his mind. He begins randomly striking everywhere on the battlefield with lightning. Don't stand in one place for too long if you want to avoid taking damage.



Instead of immediately pursuing Ganondorf, enter the Castle Keep from the Hyrule Castle Checkpoint, defeat any Captains you find in there, and then capture the Keep. This weakens Ganondorf, making him significantly easier to fight. Just make sure you pay extremely close attention to the health of your allies. Ganondorf is a very powerful adversary who can destroy your allies' Health Bars in no time flat. Race to their aid if they get down to a third of their Health Bar.

After the Castle Keep is captured, head north and face Ganondorf. Ganondorf will attempt to use his lightning attack to take the Castle Keep back remotely, and that means time is of the essence here. If he manages to get the Castle Keep back under his control, he'll regain his power.

Hard Gold Skulltula Opportunity

In order to reveal the Gold Skulltula for this Scenario, you need to be playing as Darunia. The Skulltula will only come out if you don't let any of your allies flee and if you defeat Ganondorf before he can recapture the Castle Keep. Once he enters the field, he consistently shoots lightning bolts at the Castle Keep if you've captured it from him. You must hurry and defeat him as quickly as possible to keep him from taking the Castle Keep. Once Ganondorf's been defeated, the Gold Skulltula will appear on the south wall of the Castle Keep.

Bait Ganondorf by guarding, then dash behind him. Most of his attacks are aimed directly in front of him, but make sure not to get too close to him; he does have a few moves that land in a circle around him. After you land a few Weak Point Smashes, the King of Evil is no more.

The Demon King Reborn

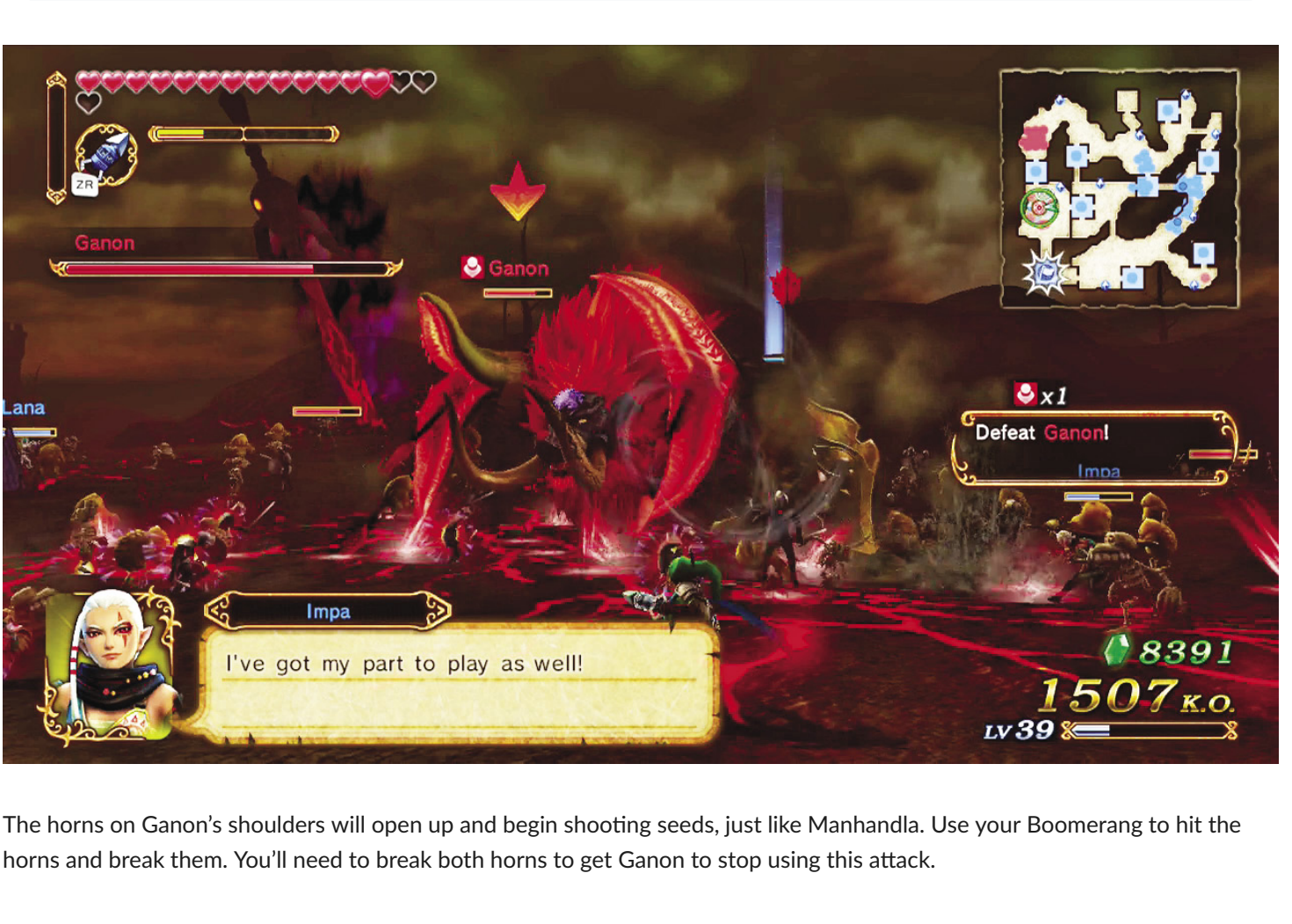
Wait . . . Something's not right. He must have completed the ritual! The Triforce is reacting! Ganondorf has become the Dark Beast once again!

Boss Fight: Ganon

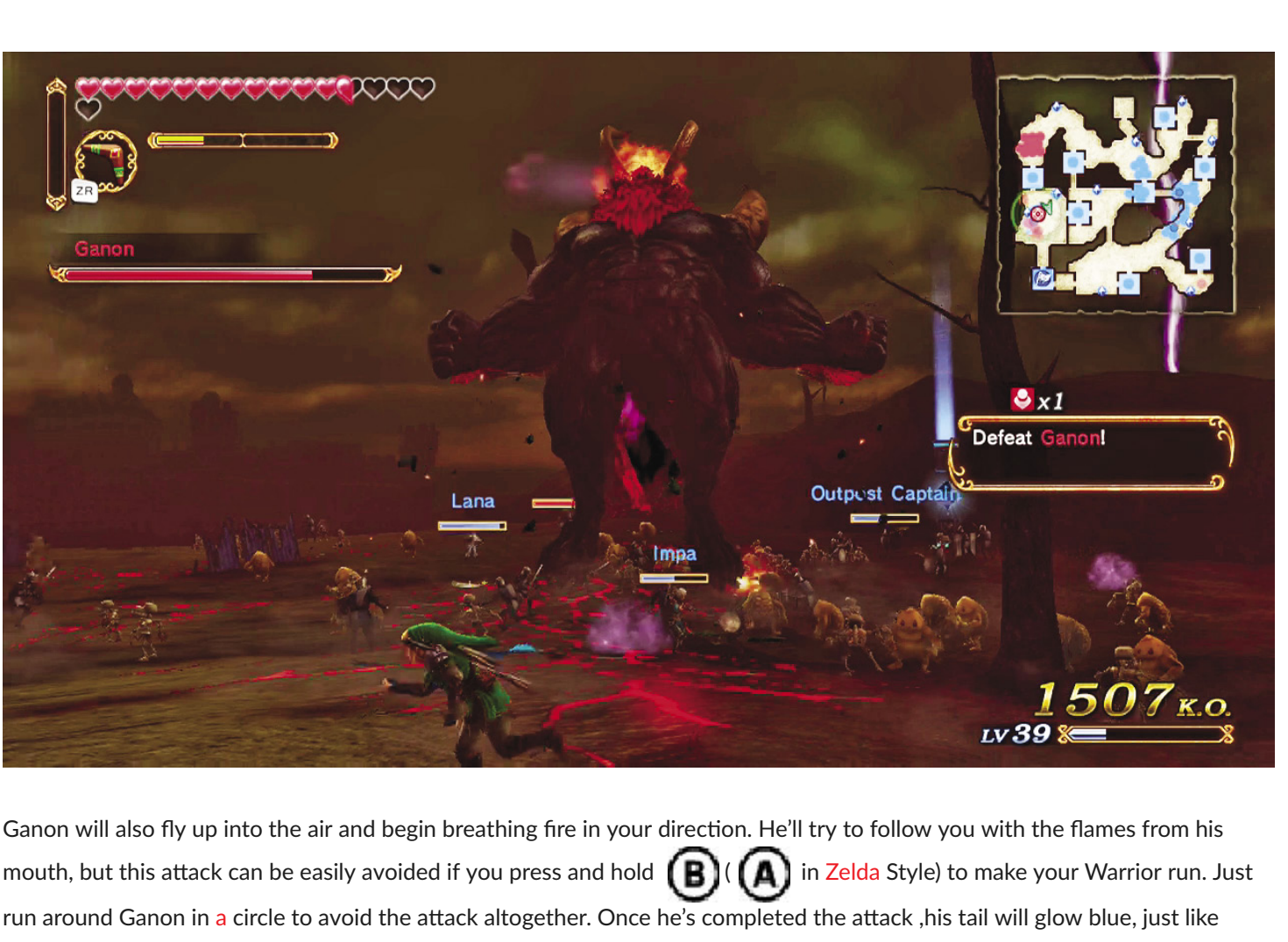
You may not know it yet, but you are actually well aware of how to beat Ganon. The King of Darkness will use a single move from every Giant Boss you've fought up to this point, except for The Imprisoned. Here's a breakdown of Ganon's attacks and what item to use when you see them:

One and Done

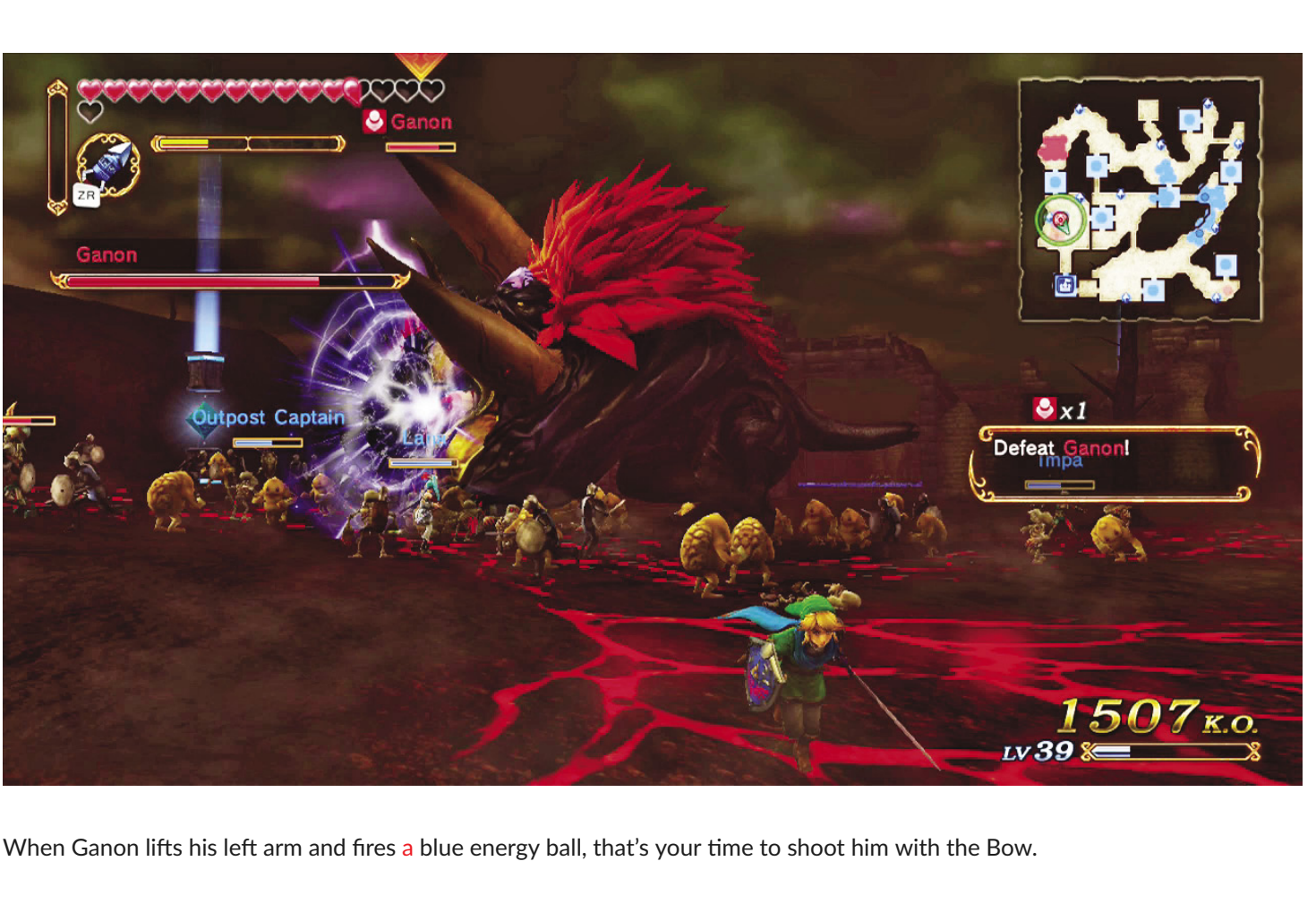
Once you've used an item on Ganon that he is vulnerable to, he won't be able to use that move again; except for his seed attack--you'll need to destroy both shoulder spikes to prevent Ganon from using the attack again. Keep this in mind, so that you can switch between your Sub-Weapons faster.



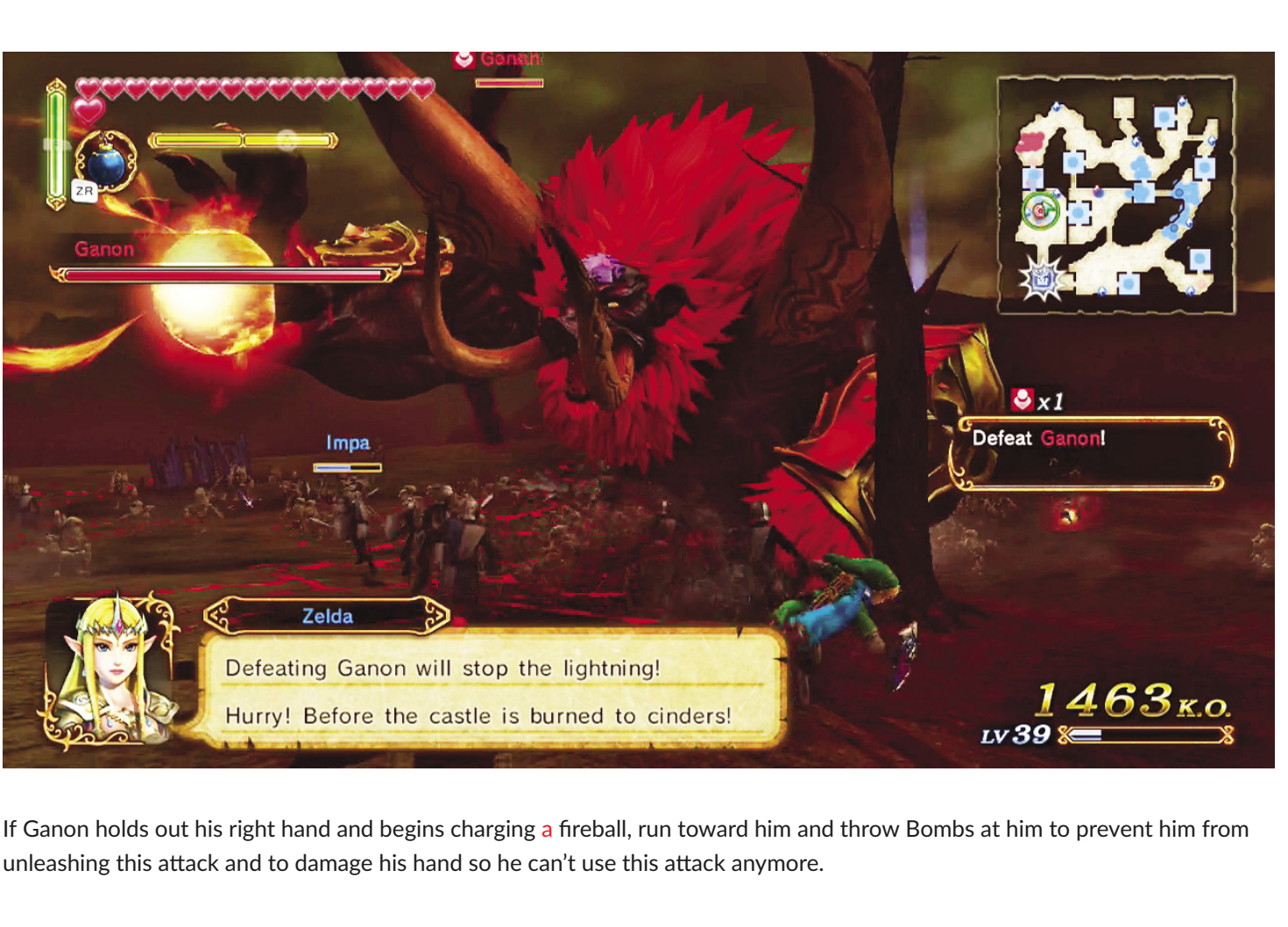
The horns on Ganon's shoulders will open up and begin shooting seeds, just like Manhandla. Use your Boomerang to hit the horns and break them. You'll need to break both horns to get Ganon to stop using this attack.



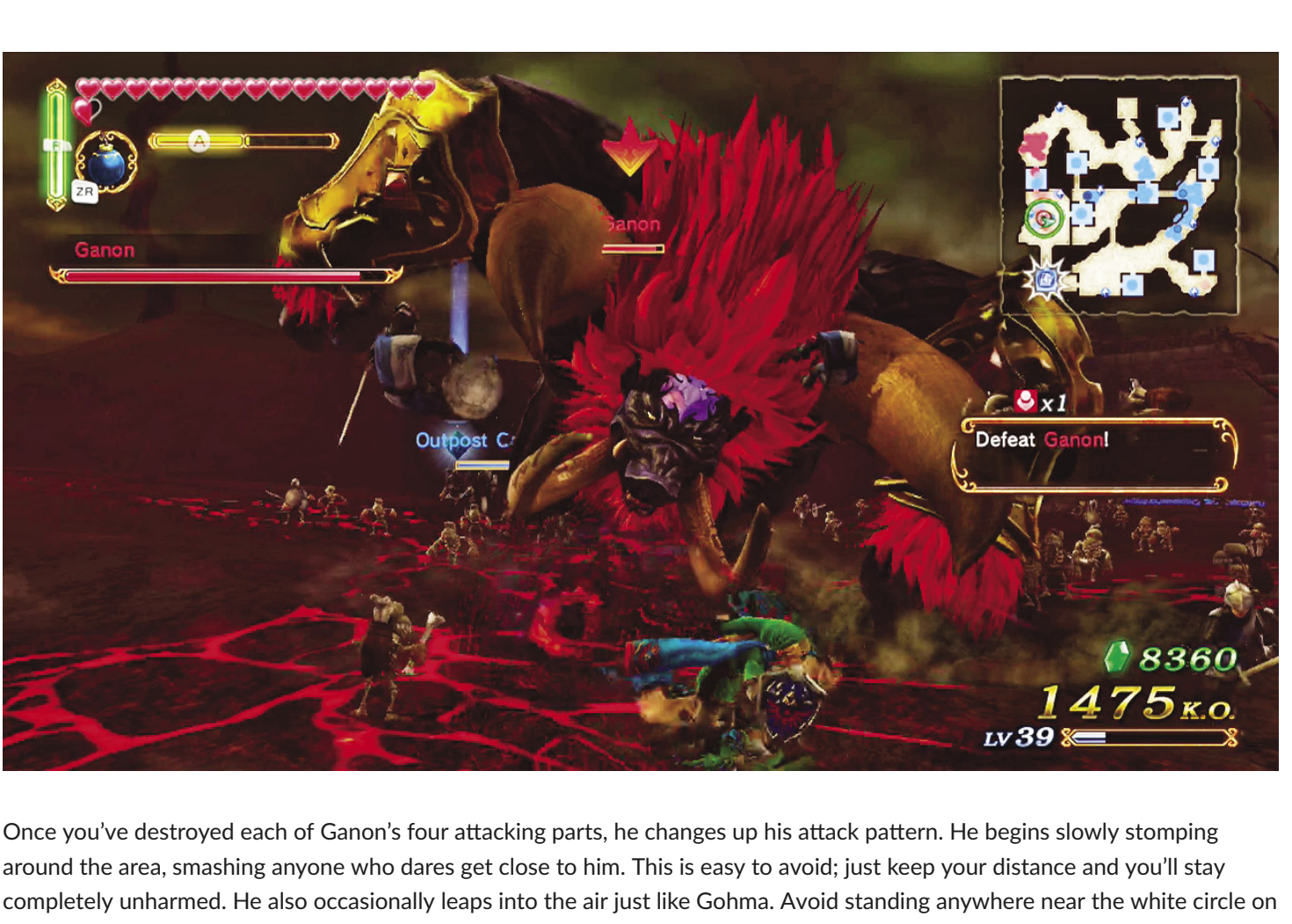
Ganon will also fly up into the air and begin breathing fire in your direction. He'll try to follow you with the flames from his mouth, but this attack can be easily avoided if you press and hold Ⓑ (Ⓐ in Zelda Style) to make your Warrior run. Just run around Ganon in a circle to avoid the attack altogether. Once he's completed the attack ,his tail will glow blue, just like Argorok's, which means it's time to use your Hookshot on him.



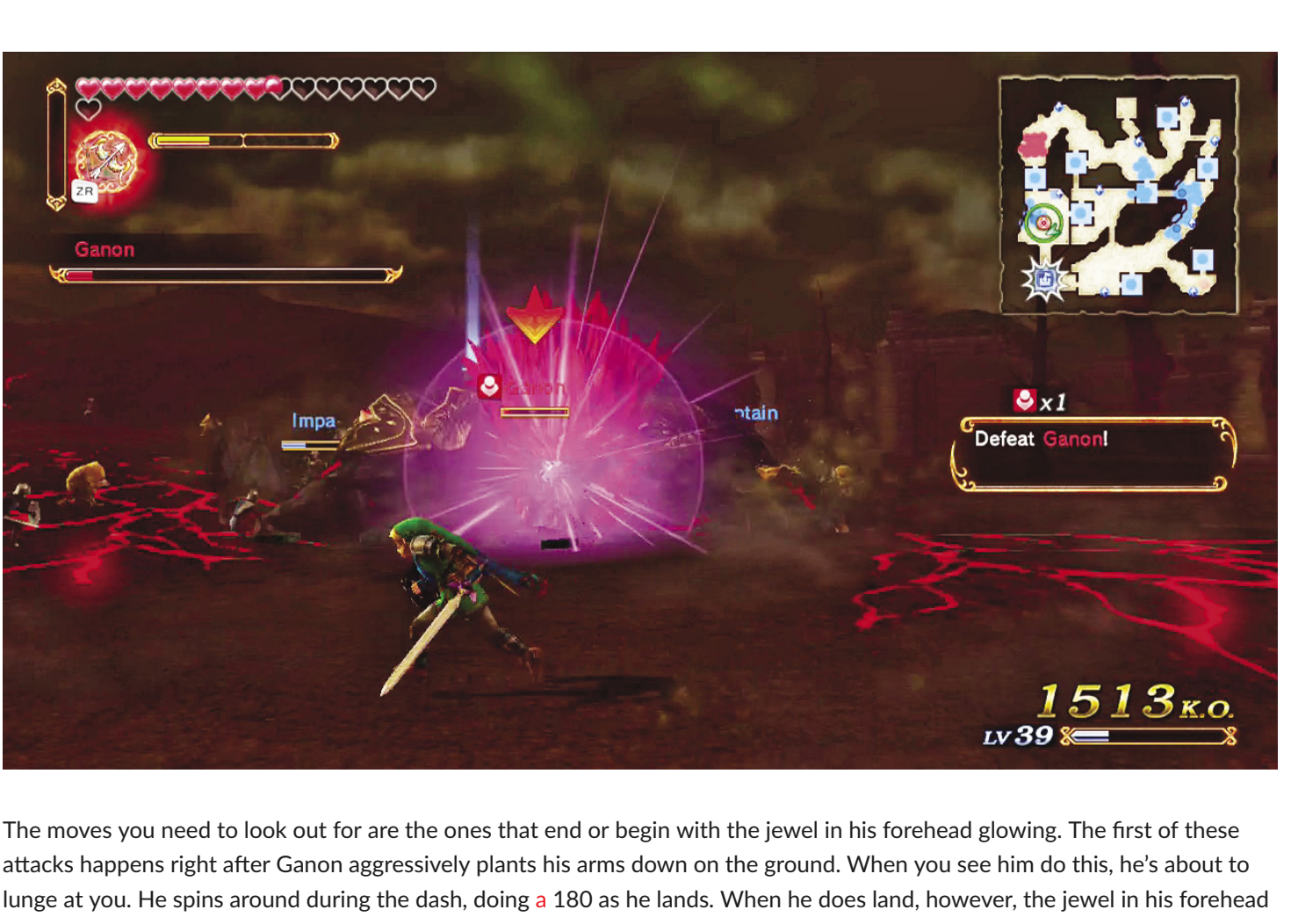
When Ganon lifts his left arm and fires a blue energy ball, that's your time to shoot him with the Bow.


Zelda
Defeating Ganon will stop the lightning!
Hurry! Before the castle is burned to cinders!

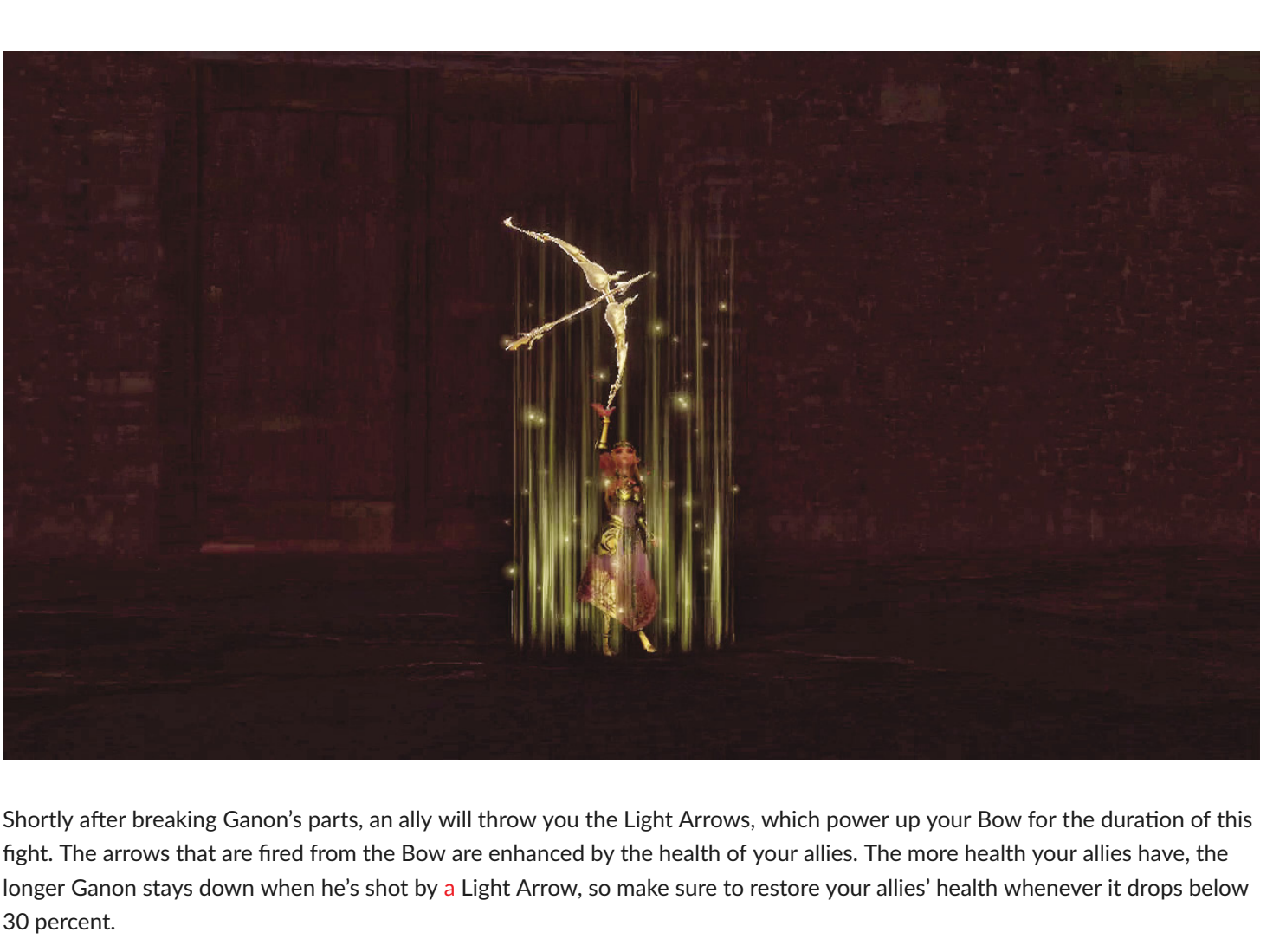
If Ganon holds out his right hand and begins charging a fireball, run toward him and throw Bombs at him to prevent him from unleashing this attack and to damage his hand so he can't use this attack anymore.



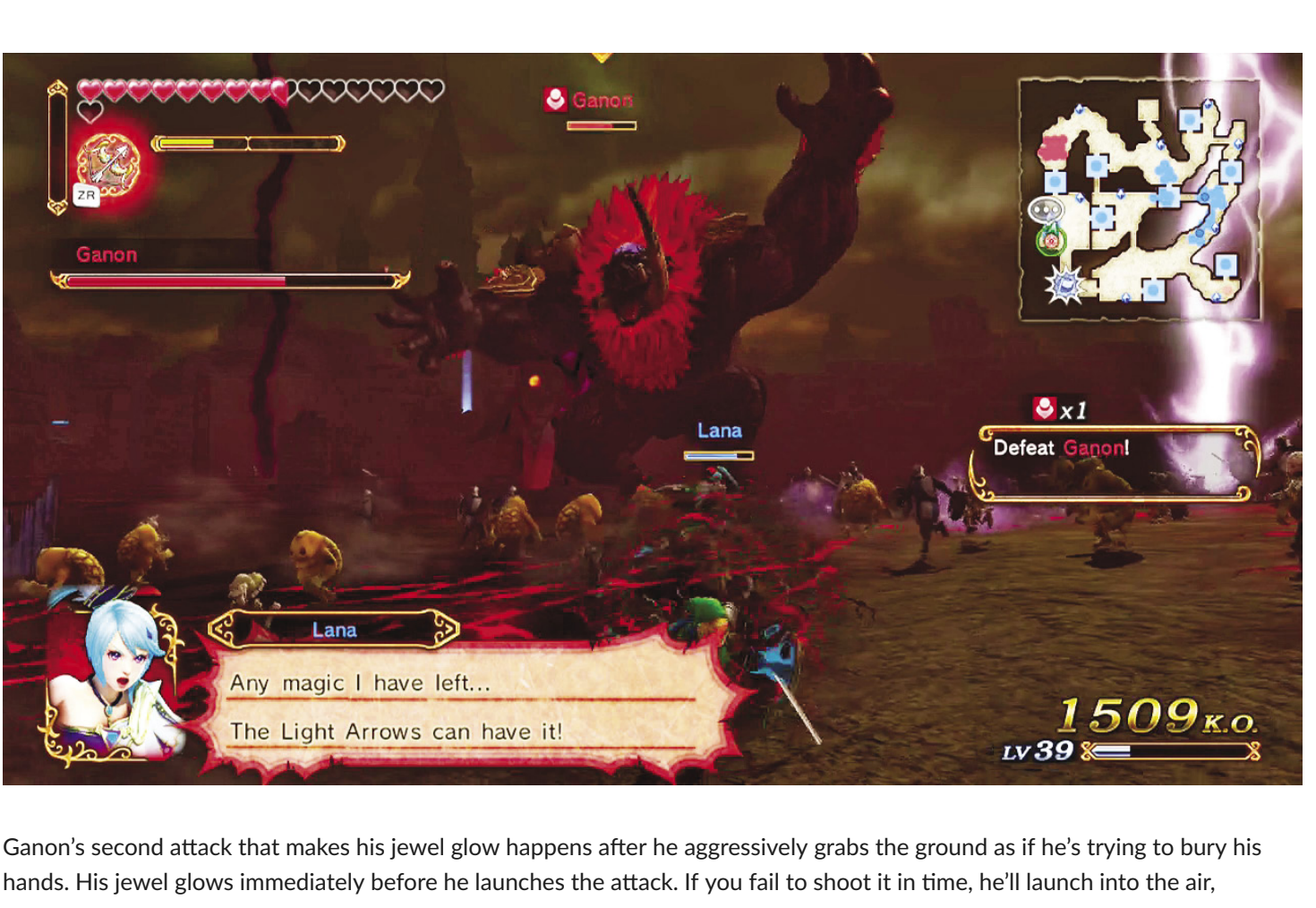
Once you've destroyed each of Ganon's four attacking parts, he changes up his attack pattern. He begins slowly stomping around the area, smashing anyone who dares get close to him. This is easy to avoid; just keep your distance and you'll stay completely unharmed. He also occasionally leaps into the air just like Gohma. Avoid standing anywhere near the white circle on the ground and you'll completely avoid this attack.



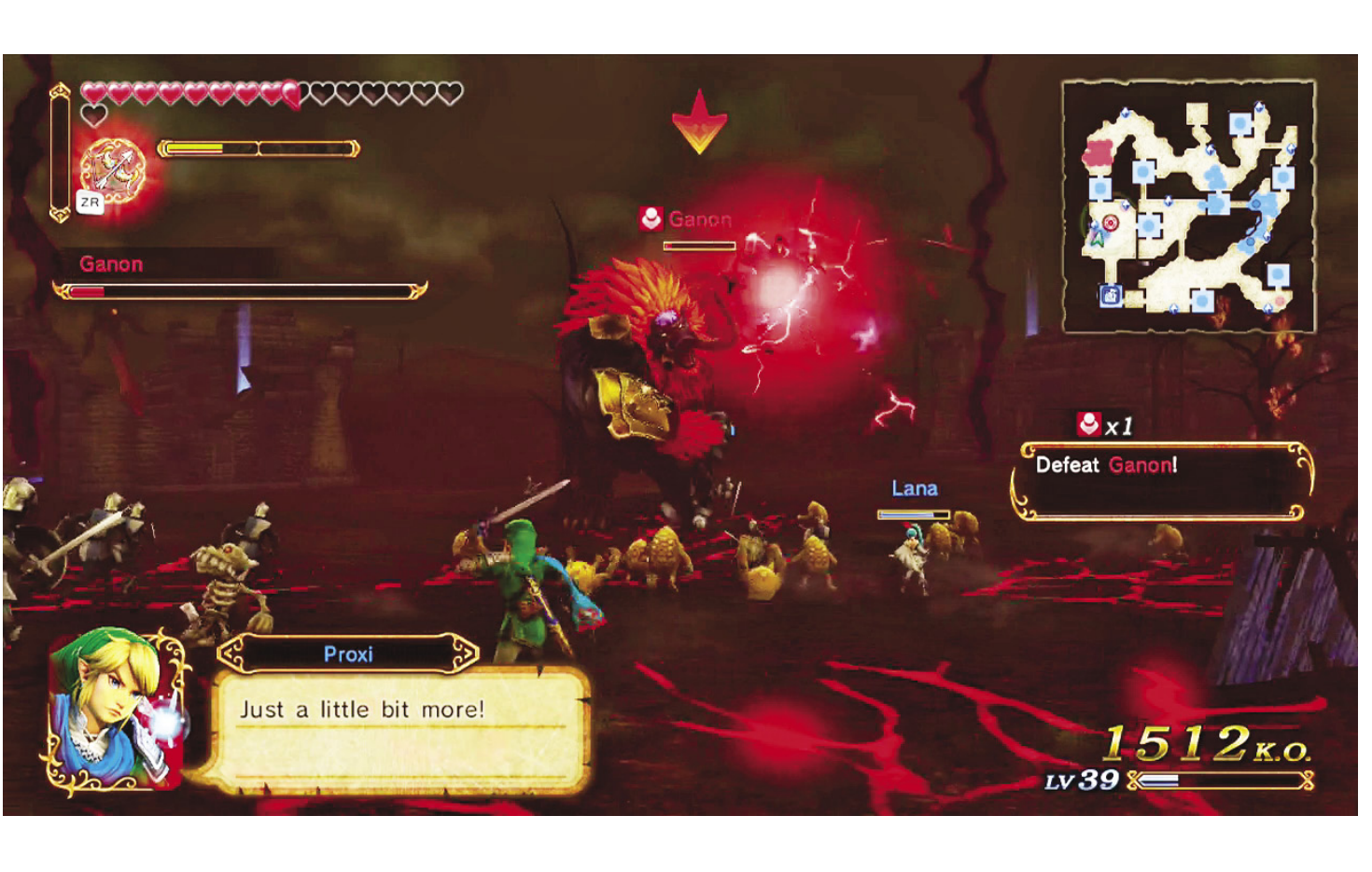
The moves you need to look out for are the ones that end or begin with the jewel in his forehead glowing. The first of these attacks happens right after Ganon aggressively plants his arms down on the ground. When you see him do this, he's about to lunge at you. He spins around during the dash, doing a 180 as he lands. When he does land, however, the jewel in his forehead begins to glow, which means it time for you to strike.



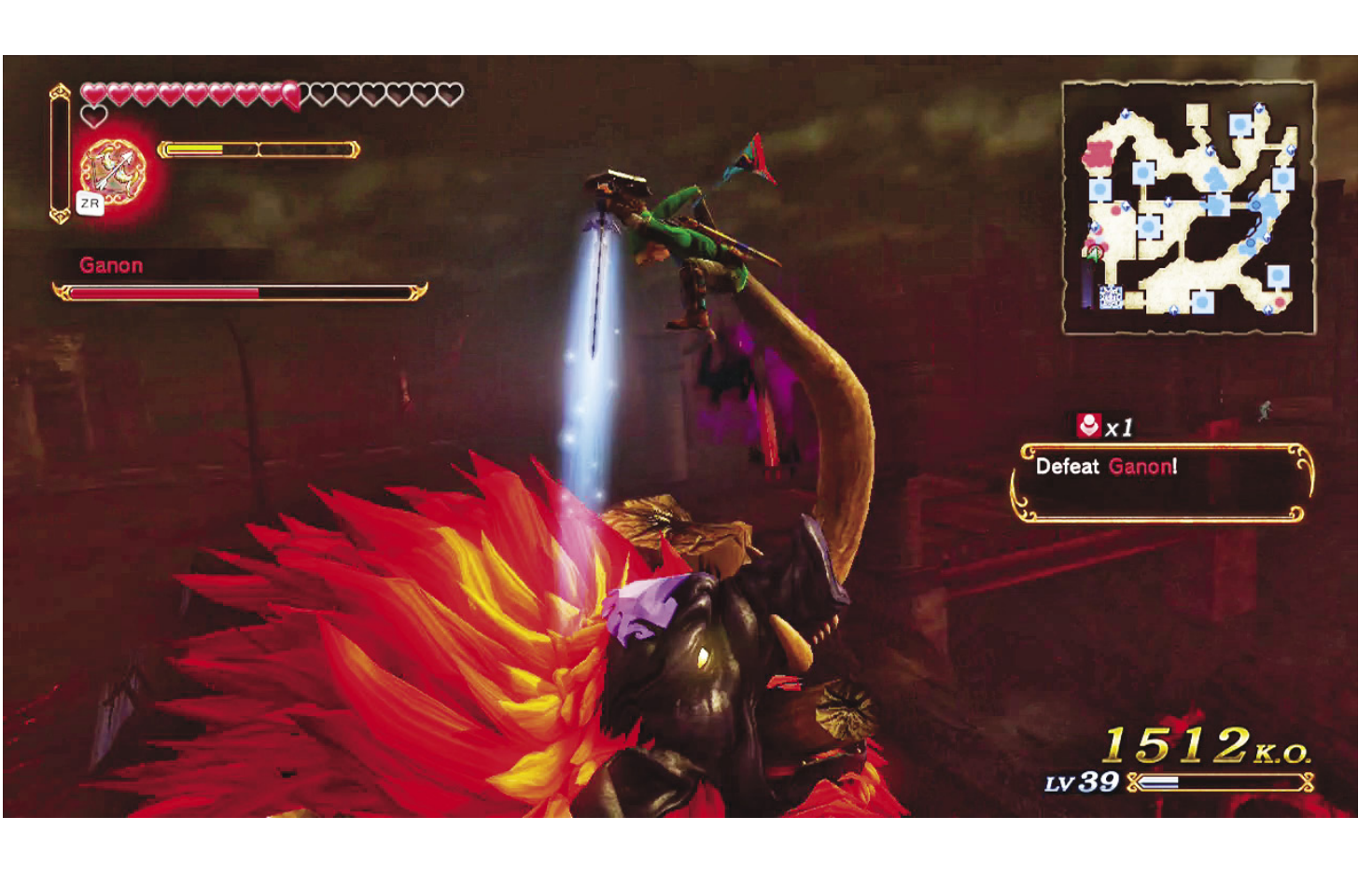
Shortly after breaking Ganon's parts, an ally will throw you the Light Arrows, which power up your Bow for the duration of this fight. The arrows that are fired from the Bow are enhanced by the health of your allies. The more health your allies have, the longer Ganon stays down when he's shot by a Light Arrow, so make sure to restore your allies' health whenever it drops below 30 percent.



Ganon's second attack that makes his jewel glow happens after he aggressively grabs the ground as if he's trying to bury his hands. His jewel glows immediately before he launches the attack. If you fail to shoot it in time, he'll launch into the air, performing a sort of uppercut along the way.



Those two attacks are the ones to look for in order to reveal Ganon's Weak Point Mark. He does have one other move, however. Ganon's last attack involves him lifting up his left hand and throwing out a beam of dark, electric energy. While he's lifting his hand, it's covered in the dark energy, so use this as a cue to move to either the left or right of Ganon immediately. This move is devastating because the beam he shoots from his hand lingers in the air for a few seconds and anything that touches it is subject to a great deal of damage.



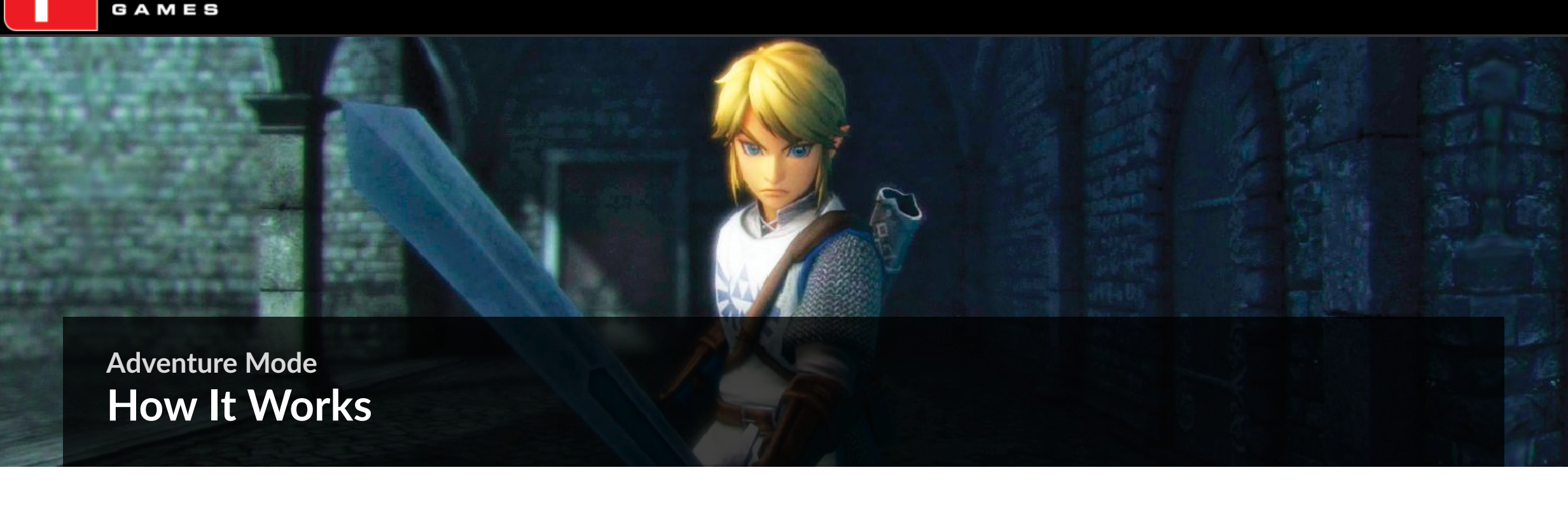
Despite all of that, Ganon can be felled rather easily. Focus on shooting that jewel and then hit him with a Weak Point Smash as quickly as possible. It doesn't take more that a few Smashes to defeat Ganon, so stay focused and you'll take him out with ease.

Once you've defeated Ganon, Hyrule is safe once again and you have completed Legend Mode. Congratulations!

Unlockables

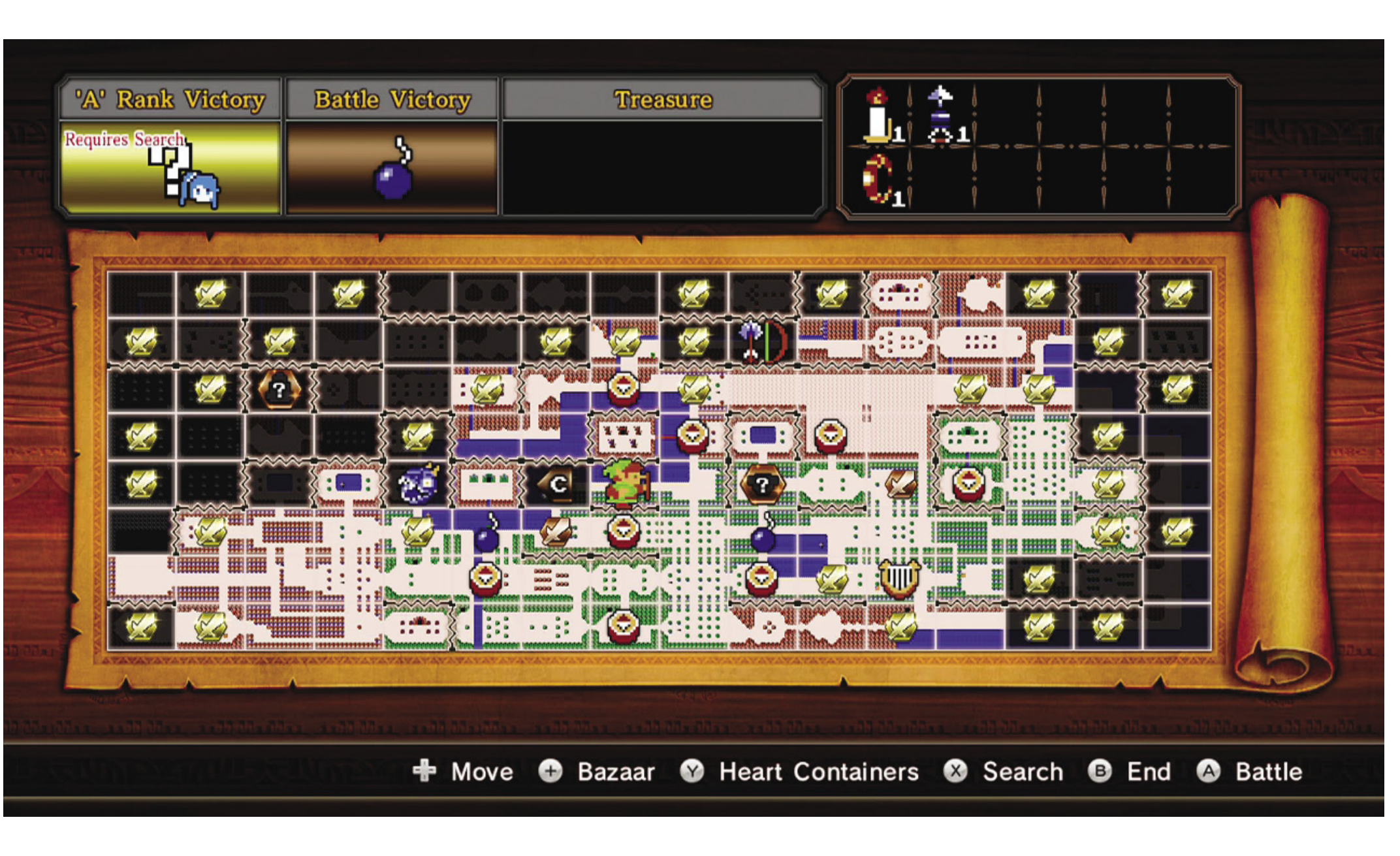
Hero Mode: After beating Legend Mode for the first time, you'll have the option to play again on the Hero Mode difficulty. The enemies are way harder and take far more effort to defeat in this mode, but the rewards are greater, including better weapons in Weapons Bags, a higher chance to find rare Materials, and more Rupees upon the completion of a Scenario. Give this mode a try if you're hungry for a harder challenge.

Hard Difficulty Gold Skulltulas: After completing Legend Mode you also unlock the chance to find a second Skulltula in each of Legend Mode's 18 Scenarios. Each Skulltula has its own specific requirements for revealing it on the battlefield. These Skulltulas will only show up if you're playing on Hard or Hero Mode difficulty. Descriptions for obtaining each of these Hard Mode Gold Skulltulas appear in the walkthrough text for each Scenario. Good luck and happy hunting!



Adventure Mode

How It Works



Adventure Mode makes up the meat of the Hyrule Warriors experience with a whopping 128 Scenarios to play through. There are a ton of unlockables including Heart Containers, Weapons and even new Warriors. We have a breakdown of each Scenario, what missions you'll encounter, what unlockables you'll find, and how to obtain them. Read on to get the most out of your time with this game mode.

'A' Rank Victory
Battle Victory
Treasure
Move
Bazaar
Heart Containers
Search
End
Battle

In Adventure Mode, you have freedom to chose which Scenario you'd like to play as long as you unlock it first. To unlock new Scenarios, you have to obtain the Rank listed for that Scenario. What is a Rank, you ask? It's the way by which your performance in an Adventure Mode Scenario is judged. All Adventure Mode Scenarios judge you by how quickly you complete a Scenario and how little damage you take—there are also plenty of other Scenarios that also take into account how many enemies you defeated as well. Depending on how well you did, you receive either an A-, B-, or C-Rank. If you receive the Rank listed on Adventure Mode's world map or better, the next Scenario will open up for you.

An Example of Rank Requirements

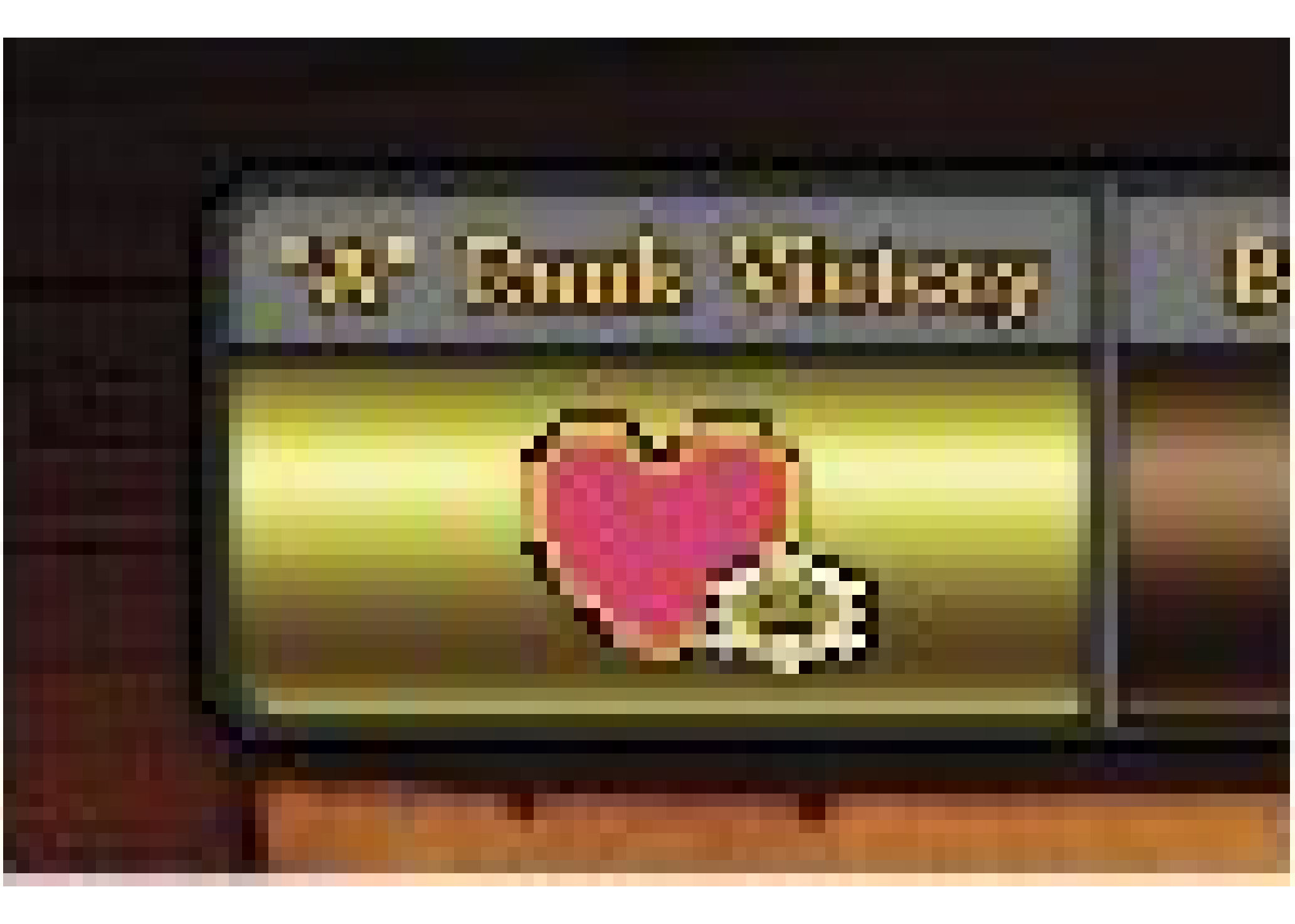
A-Rank

KOs—1,200

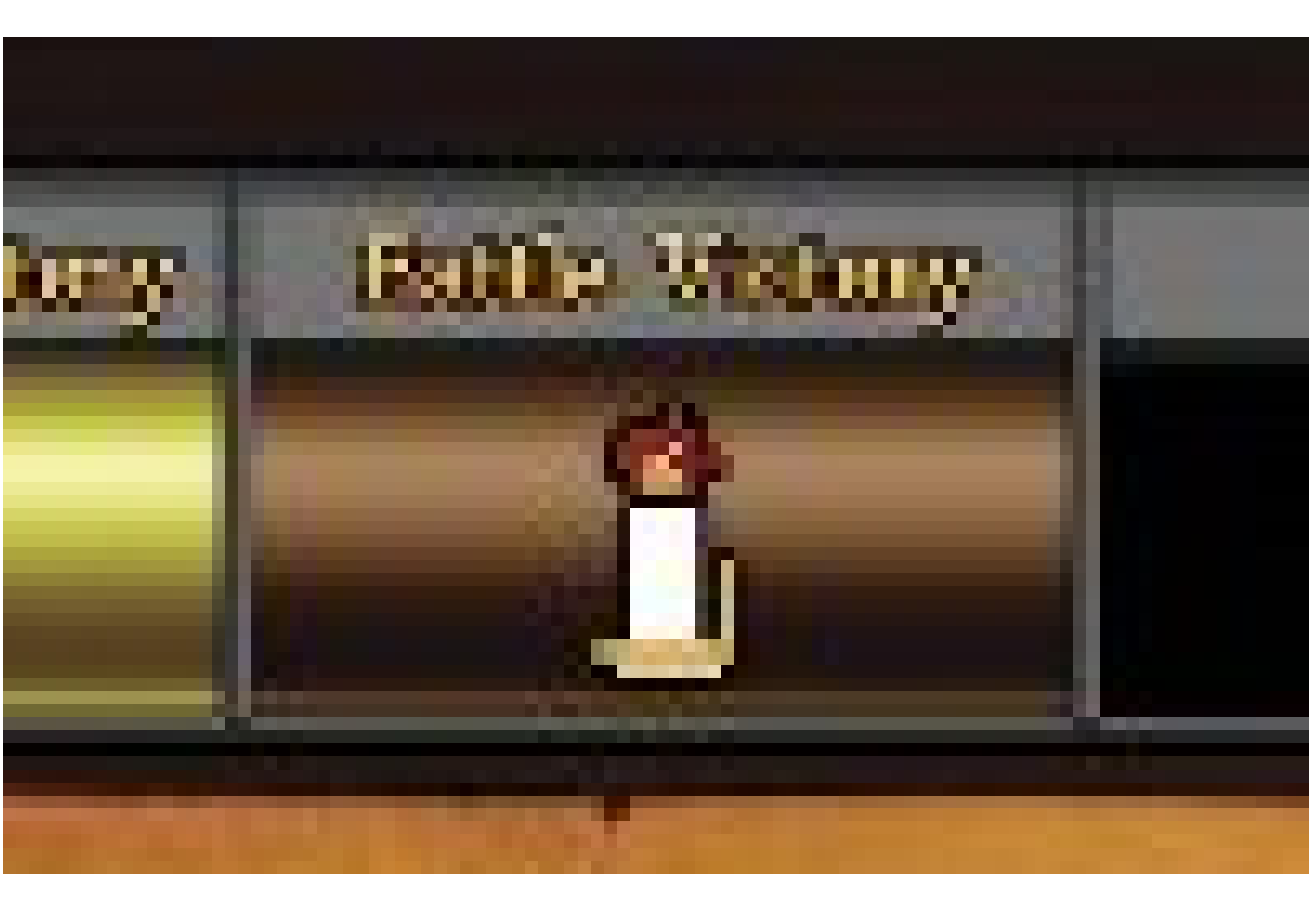
TIME—15 minutes or less.

HEALTH—10,000 damage or less.

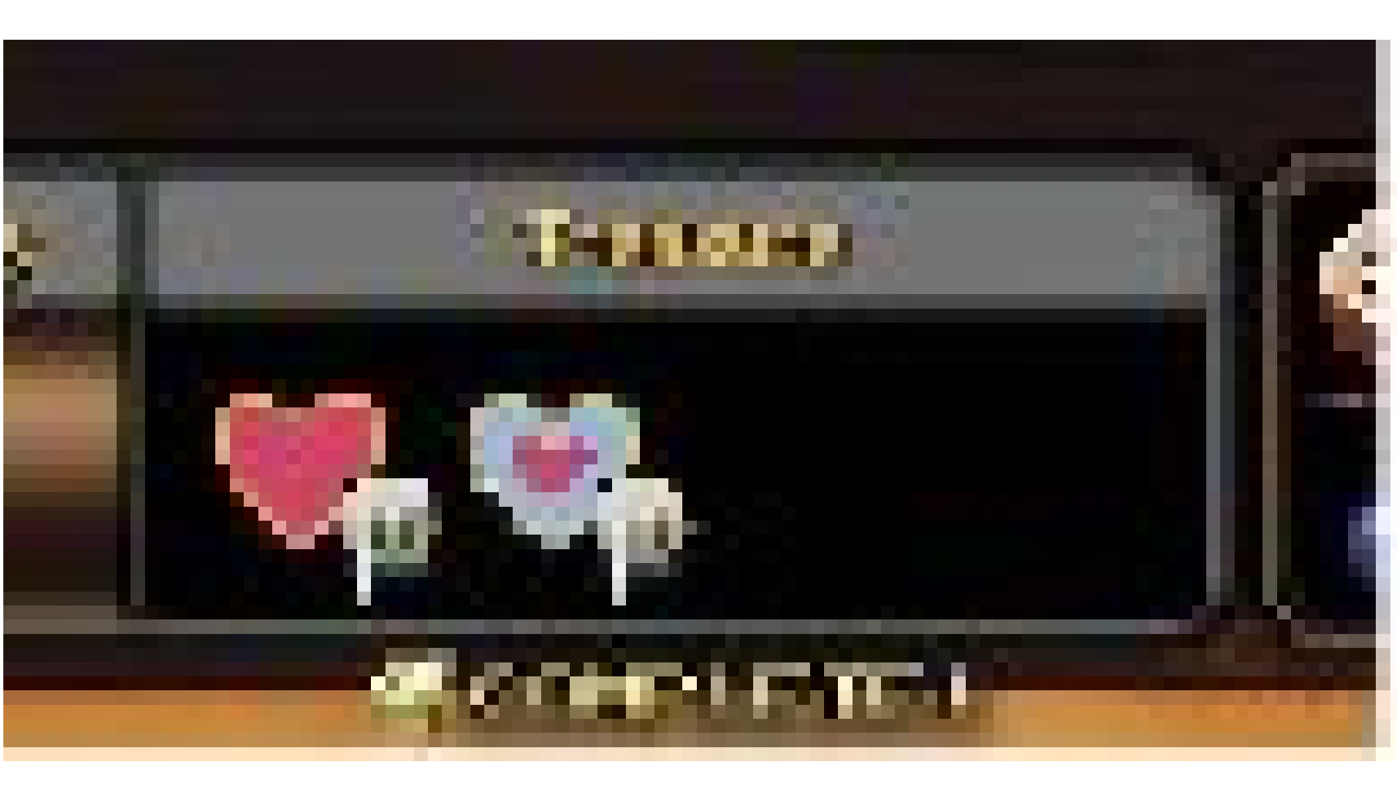
Unlockables



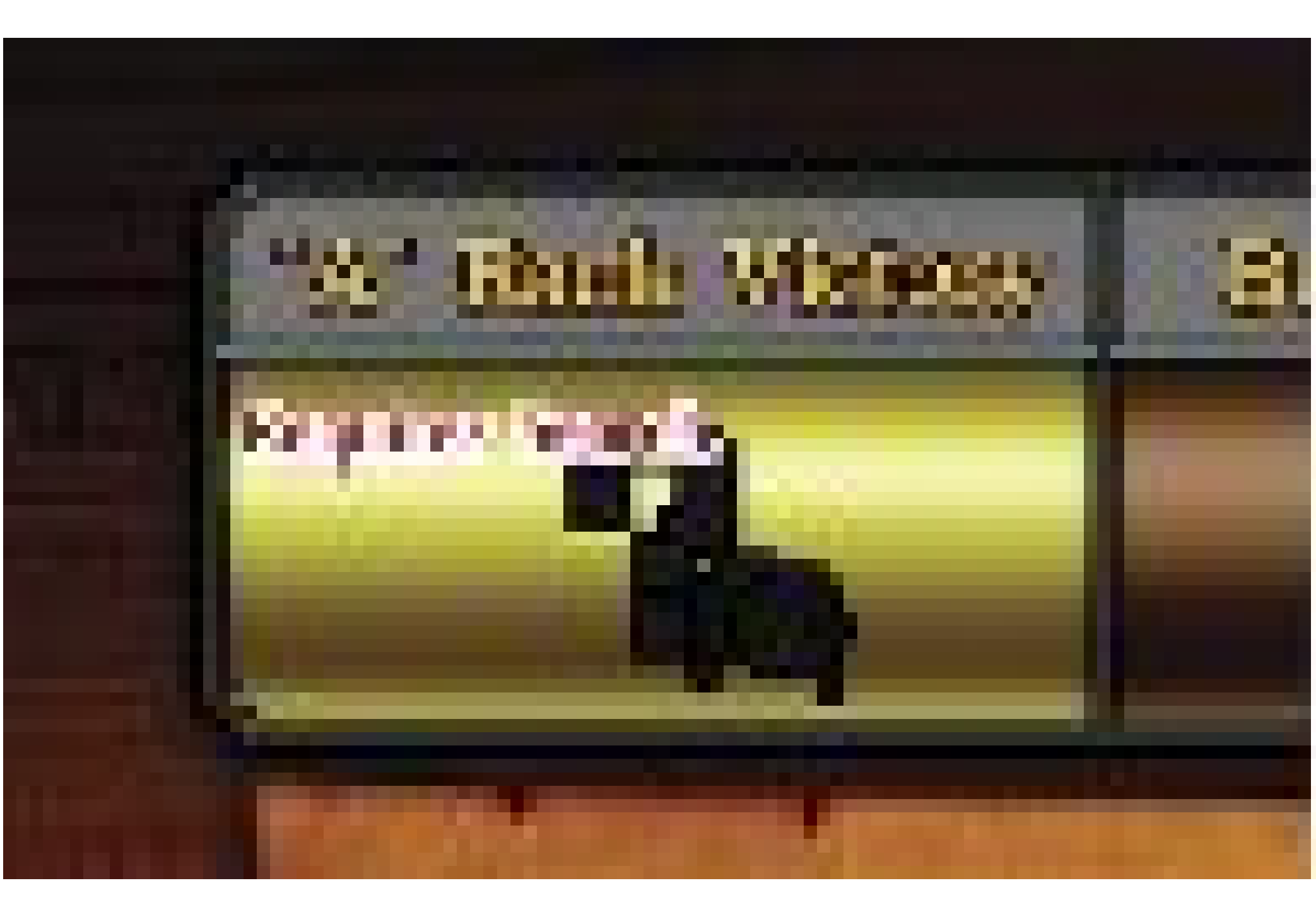
Ranks aren't just how you unlock new Scenarios; they also unlock new weapons, Warriors, Pieces of Heart, and Heart Containers. If an item appears in the "A" Rank Victory tab in the top-left corner of the map screen, then you have to meet the A-Rank requirements listed in our guide for that Scenario.



Getting A-Ranks is one of the hardest things to do in *Hyrule Warriors*, so you'll be happy to know that it's not the only way to obtain new unlockables. If an item appears under the Battle Victory tab on the top of the Adventure Mode map screen, it means you simply need to complete the Scenario to obtain that item.

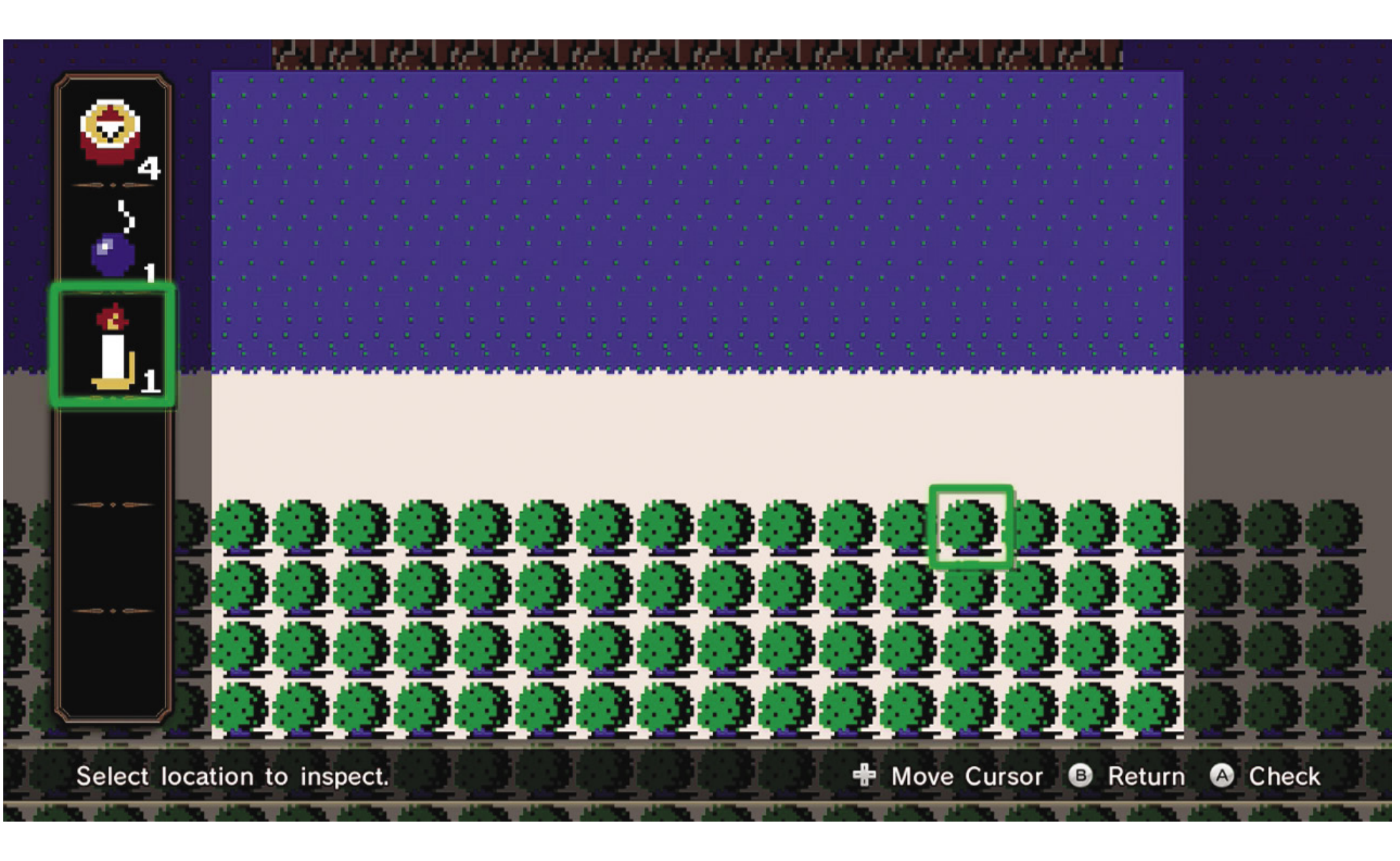


If you see any items appear under the Treasure tab on the top right of the Adventure Mode map screen, that means the item in question is found in the Scenario itself. You can find how to obtain those items in each of the Scenario strategies below.



One thing that is important to note, however, is that some unlockables will not be available to you until after you've completed both Legend Mode and found all four Warriors scattered throughout Adventure Mode. Unlockables are typically Warrior-specific, meaning you can only obtain that item if you use the Warrior whose face is displayed on the Battle Info screen to complete the Scenario under the given conditions. That's why it's important to make completing Legend Mode and unlocking the hidden Warriors in Adventure Mode a high priority.

Item Cards



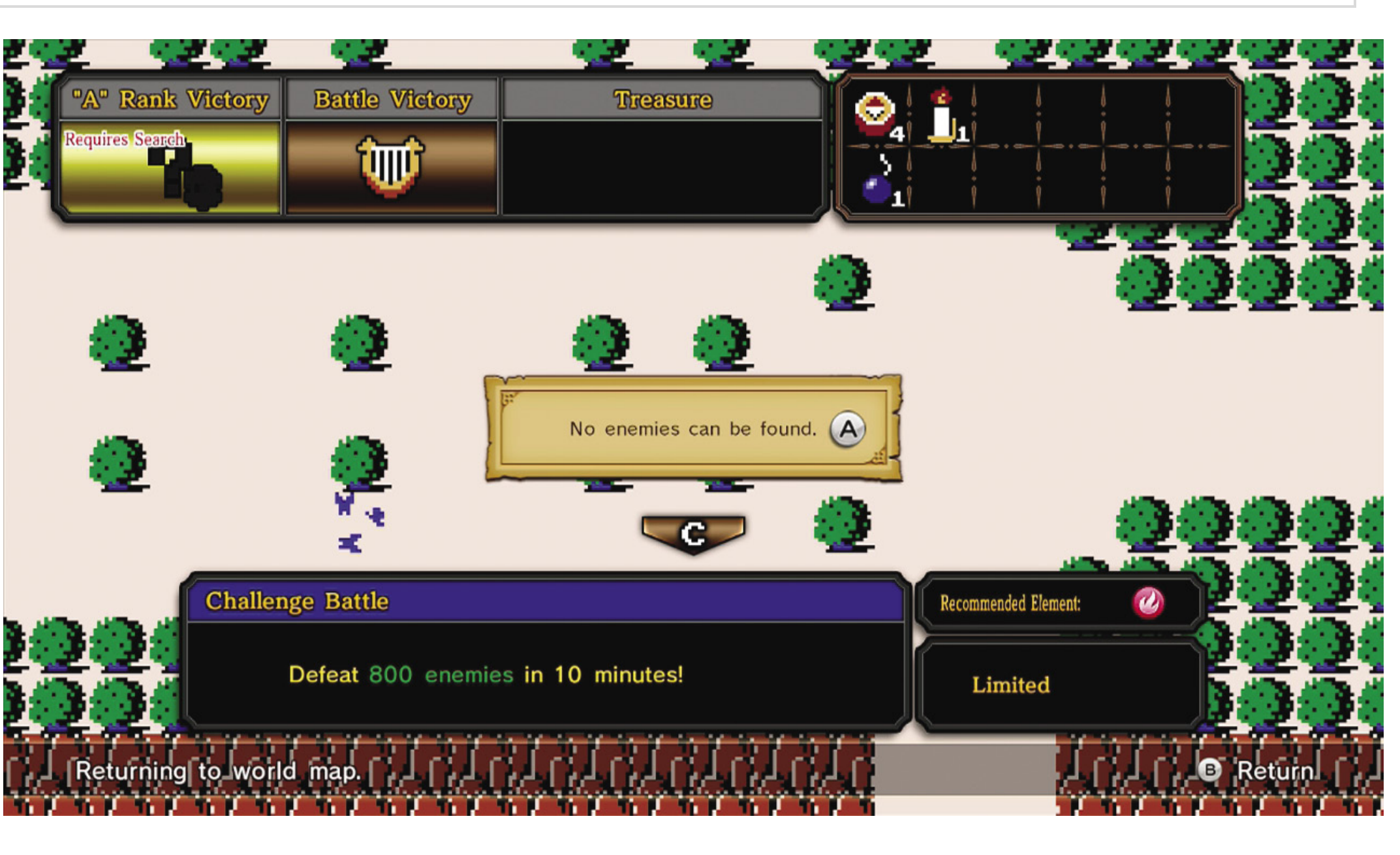
Select location to inspect.

There is one more element barring your acquisition of unlockables in Adventure Mode: Item Cards. Item Cards are found as rewards for a large portion of the Scenarios in Adventure Mode and they are used to unlock unlockables and certain Scenarios that aren't unlocked by Rank. To use an Item Card, you must first go to the Search Screen by pressing % while on the World Map screen. There are 12 different Item Cards and each one has a specific element it can interact with to reveal an unlockable.

When you bring up the Search Screen, you can select from one of your acquired Item Cards to use on an element in the screen. But you can't just use any Item Card on anything you want; you need to look closely at the Search Screen for any abnormalities and select the Item Card that works to remove it.

Here's a breakdown of all the Item Cards that can be found in Adventure Mode and what they do:

	Compass	Shows you where an Item Card can be used in a Search Screen.
	Bombs	This Item Card is used to destroy walls inside a Search Screen to reveal hidden caves.
	Candle	The Candle is used to burn bushes to reveal hidden stairways.
	Ladder	The Ladder is used to move across a single space of water.
	Power Bracelet	You use this Item Card to move boulders, tombstones, statues, and other heavy objects to reveal hidden stairways.
	Water Bombs	This Item Card is just like the Bombs Item Card, except it's specifically for blowing up underwater boulders instead of walls.
	Digging Mitts	Digging Mitts are used in Search Screens with a patch of soft earth in them.
	Ice Arrow	This Item Card is used to put out rings of fire found in some of the Search Screens you'll visit.
	Raft	You use this Item Card on piers to cross bodies of water. You use Rafts to unlock certain locked Scenarios.
	Hookshot	The Hookshot is used on distant targets to pull yourself over to them. This is another Item Card that you use to unlock certain locked Scenarios.
	Recorder	The Recorder is only used to unlock the Scenario at E-4. It is played at a specific body of water to make that water drain, revealing a secret stairway in the process.
	Goddess's Harp	Some Scenarios will be missing their enemies, which makes them unplayable. Using the Goddess's Harp on the groups of Goddess Butterflies found in the Search Screens of these Scenarios will force the enemies out of hiding and make the Scenarios playable.



No enemies can be found.

Defeat 800 enemies in 10 minutes!

Returning to world map.

These are the Item Cards that are found in Adventure Mode and they are absolutely necessary not only for unlocking every unlockable this mode has to offer, but also for completing the Adventure Mode as well. Certain Scenarios are inaccessible or unplayable, and the only way to change that is by using a specific Item Card.

Gold Skulltulas

The Adventure Mode Skulltulas all follow a very distinct pattern in terms of the locations they appear in. They are either at the center of the web that appears on the minimap, or they are at a location within the web that requires a Sub-Weapon (usually this location is fairly obvious, such as a cliff that requires a Hookshot that serves no other purpose within the game aside from housing a Skulltula). In addition, the closer you get to a Skulltula, the louder the Skulltula's scuttling will get. If you keep these things in mind while searching you should have little trouble finding all the Skulltulas before they disappear.

To get the first Skulltula in every Adventure Mode Scenario, you need to defeat 1,200 enemies and complete the first mission of that Scenario. To get the second Gold Skulltula to appear, you need to defeat the Scenario's first Gold Skulltula, complete the Scenario once, then play it a second time. At this point you must defeat 1,200 enemies without taking four or more Hearts of damage. Once you've accomplished these tasks, the Skulltula will appear on the map the same way as the first Skulltula, but in a completely different location.

Scenario Types

Defeat the wielder of a wooden shield!

Appeared!
Appeared!
Mission Start
LV.99
0 KO
MAX

Scenarios in Adventure Mode differ greatly from Scenarios in Legend Mode. Legend Mode Scenarios follow a pretty strict mission-based path, whereas most Adventure Mode Scenarios have only a single mission and handful of smaller, optional missions to complete. An even greater difference is that there is a wide variety of Scenario types that are almost entirely different from anything you see in Legend Mode.

Below is a list of the different Scenario categories.

Adventure Battles

Defeat the enemy forces!

Starting battle.

'A' Rank Victory
Battle Victory
Treasure
Adventure Battle
LV.1
Recommended Element:
Limited
Return
Begin Battle

These Adventure Mode Scenarios are the closest they get to Scenarios in Legend Mode. They give you access to a full battlefield, just like Legend Mode, and have a Commander waiting to fight you at the end of the Scenario. Adventure Battle Scenarios typically have only one major mission that you have to complete to gain access to the enemy Commander. They often play out like short versions of Legend Mode Scenarios, so these will certainly feel the most familiar to you.

Dungeons

Defeat the ocean beast!

Starting battle.

'A' Rank Victory
Battle Victory
Treasure
Adventure Battle
Recommended Element:
Limited
Return
Begin Battle

While Dungeons are technically Adventure Battles, they have enough differences to give them their own description. There are only nine Dungeon Scenarios in Adventure Mode—each one representing one of the nine dungeons found in the original Legend of Zelda. Just about every one of these Scenarios contains an exclusive Item Card that is needed to progress in Adventure Mode, so completing each Dungeon is absolutely important. All Dungeons end with a Giant Boss fight that can only be accessed after you find a Boss Key somewhere on the battlefield. Longtime fans of the Legend of Zelda series will likely feel right at home in these Scenarios.

Challenge Battles

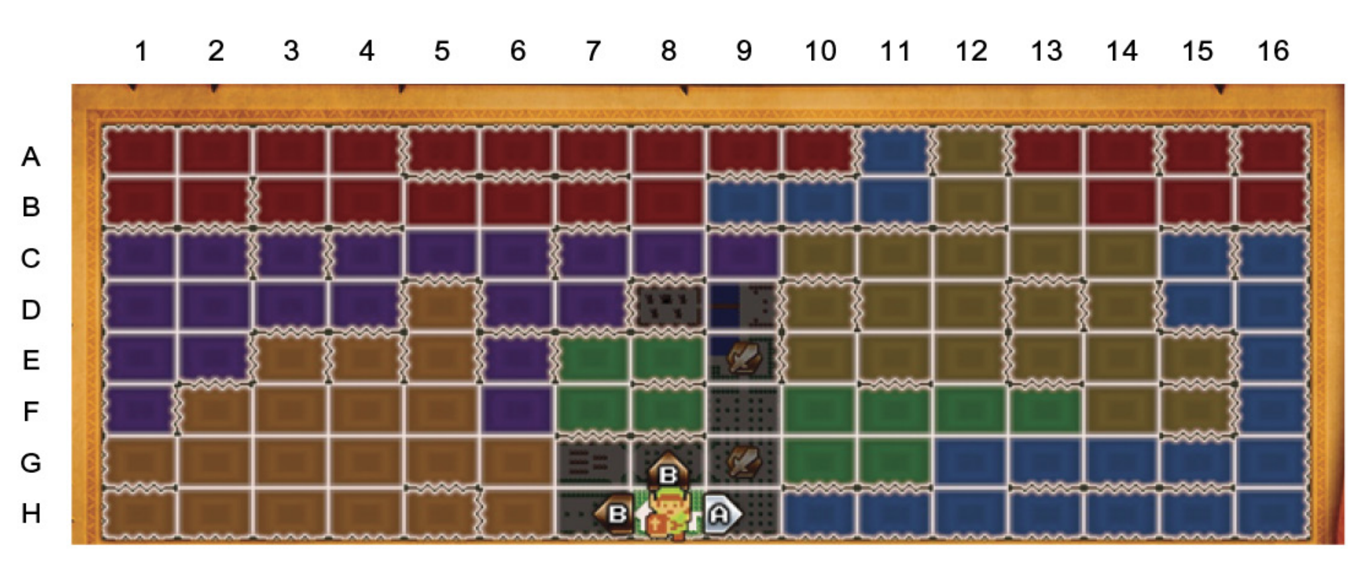
Defeat 500 enemies in 10 minutes!

Starting battle.

'A' Rank Victory
Battle Victory
Treasure
Challenge Battle
LV.2
Recommended Element:
Limited
Return
Begin Battle

Challenge Battles are where Adventure Mode really distinguishes itself from Legend Mode. Challenge Battles usually task you with one simple mission that is anything but simple to complete. Some require you to defeat a certain number of Giant Bosses within a specific amount of time, avoid taking any damage, or even take part in a quiz. These Scenarios tend to be very short, but often incredibly challenging—some of them are the toughest Scenarios in the game. These Challenge Battles require skill and cleverness to succeed.

The World Map



Longtime fans of the Legend of Zelda will recognize this map; it's the map of the original NES/Famicom game, complete with every secret found in that game—and some new ones. While you may be feeling ready to dive into Adventure Mode, there are a few more things to note about this mode and its map.

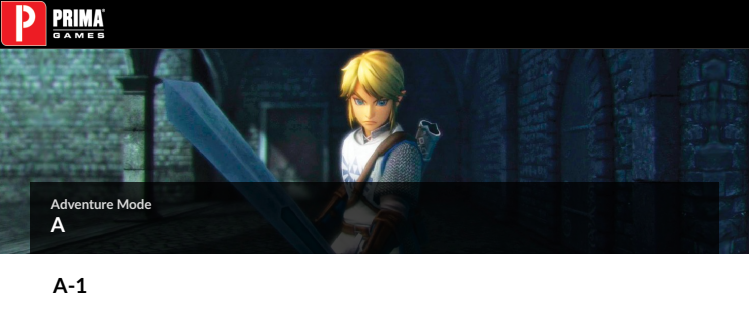
The map is broken into six different colored sections: green, yellow, purple, orange, blue, and red. Each of these sections represents a sort of degree of difficulty and also serves as a gate to keep you from progressing if you haven't completed Legend Mode. Green Scenarios are the easiest (next to the Scenarios that are unlocked at the start of Adventure Mode) while red Scenarios are the hardest.

We've labeled the world map with a combination of letters and numbers to help you identify what Scenarios we're referring to. The letters label each of the rows (going top to bottom, A is the top row, B is the row below that, and so on) and numbers label the columns left to right. When you see A-1 in the strategy section below, it refers to the top left corner of the map, but if you see H-16, it refers to the bottom right corner.

This labeling system can also be used to gauge the general difficulty of a Scenario. The higher up you go vertically on the world map, the harder the stages become, so rows A and B hold the hardest stages, while H and G tend to be easier. Though, this rule is not absolute: the highest and lowest numbered Scenarios also tend to be a bit difficult—not as difficult as the A and B Scenarios, but the closer you venture toward squares labeled with a 1 or 16, the more dangerous they are likely to be. Keep this in mind while traversing the world map.

If you're just itching to dig into Adventure Mode's Scenarios and can't wait to complete Legend Mode, here's a breakdown of what Scenarios you'll have access to and when:

Green Squares	You can access these Scenarios after you complete Scenario 4 in Legend Mode.
Yellow Squares	You can access these Scenarios after you complete Scenario 6 in Legend Mode.
Purple Squares	You can access these Scenarios after you complete Scenario 8 in Legend Mode.
Orange Squares	You can access these Scenarios after you complete Scenario 10 in Legend Mode.
Blue Squares	You can access these Scenarios after you complete Scenario 13 in Legend Mode.
Red Squares	You must complete Legend Mode to play these Scenarios.



Adventure Mode
A

A-1

Defeat 1,000 enemies within 10 minutes!

Unlockables
Agitha—Heart Container (Victory Reward)
Search Item
None

This is one of the more straightforward Scenario types in Adventure Mode. Defeat the listed number of enemies in the given amount of time to win. Don't linger on individual enemies and do your best to ignore enemy Warriors, Captains, and Bosses; they are only there to distract you from your goal. Enemy Warriors and Captains will boost the morale of the enemy troops currently in the battlefield, but unless you're struggling to survive, you can feel free to carry on defeating enemies as usual.

A-RANK
TIME—Less than 7 minutes.
HEALTH—10,000 or less damage.

Quick Tips

This one gets chaotic really quickly—by the end you'll have four of The Imprisoned on the battlefield at once. Your best bet is to use Link with the Master Sword. If you're at full health and you use his ^^% combo, he'll shoot out three beams instead of one. This makes it really ease to sweep an area and move on. Lingering in one place for too long is not really an option during this fight.

Be quick, be thorough, and avoid The Imprisoned and you'll make it through this one.

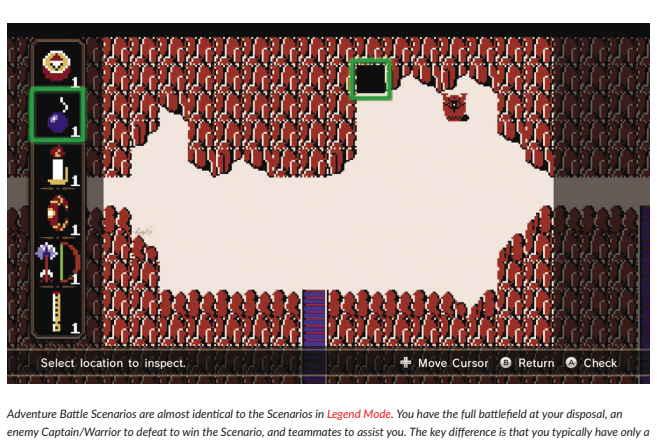
A-2

Missing Enemies
You must use a Harp on the butterflies on the Search screen to make the enemies appear in this Scenario.

Defend the allied Keeps!

Limited Warrior: Zelda and her Baton (Recommended Level: 45)

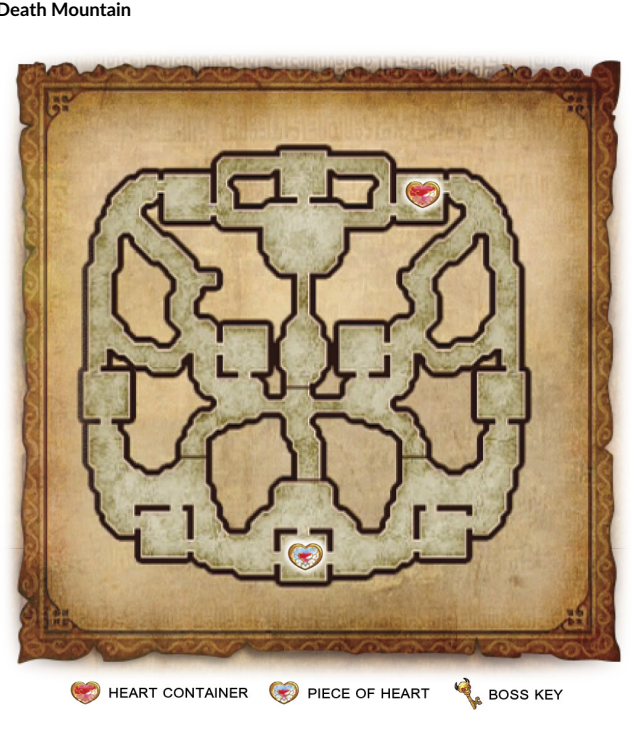
Unlockables
Zelda—Piece of Heart (in the Stronghold Keep)
Zelda—Heart Container (in the East Goron Keep)
1,000 KO Gold Skulltula Second Gold Skulltula
Search Item
Bomb: Zelda's Glorious Baton (A-Rank)



Adventure Battle Scenarios are almost identical to the Scenarios in Legend Mode. You have the full battlefield at your disposal, an enemy Captain/Warrior to defeat to win the Scenario, and teammates to assist you. The key difference is that you typically have only a single mission that appears at the start of the battle, which makes up the bulk of the entire fight. Once that mission is completed, you need only to defeat the enemy Commander to win the Scenario.

A-RANK
KOs—1,200
TIME—15 minutes or less.
HEALTH—10,000 damage or less.

Death Mountain



Victory Conditions
Defeat Ganondorf.
Defeat Conditions
If Fi flees or Allied Base falls.

Defend allied Keeps and defeat enemy forces

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder; you'll then be tasked with recapturing that Keep.

The enemy forces will use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be top priority.

Start with the Bombchu that's right by your starting position, just north of the Stronghold Keep. After defeating that Bombchu, head west through the Allied Base, then head east to the W. Boulder Keep. The second Bombchu's destination is that Keep, so intercept it on its way there, or destroy it while it's in the Keep. The final Bombchu has a long path leading from the West Goron Keep to the Allied Base, so you shouldn't have any trouble destroying that one.

After destroying the Bombchus, begin sweeping the map for any Captains that are trying to capture your Keeps.

Defeat the enemy Commander

You can find Ganondorf in the Enemy Base Keep.

A-3

Fight as a warrior of darkness!

Unlockables
Zelda—Piece of Heart (in the Central Keep)
1,000 KO Gold Skulltula
Second Gold Skulltula
Search Item
Bombs: Agitha's Princess Parasol (A-Rank)

Adventure Battle Scenarios are almost identical to the Scenarios in Legend Mode. You have the full battlefield at your disposal, an enemy Captain/Warrior to defeat to win the Scenario, and teammates to assist you. The key difference is that you typically have only a single mission that appears at the start of the battle, which makes up the bulk of the entire fight. Once that mission is completed, you need only to defeat the enemy Commander to win the Scenario.

A-RANK
KOs—1,200
TIME—15 minutes or less.
HEALTH—10,000 damage or less.

Temple of the Sacred Sword

Victory Conditions
Defeat Sheik.
Defeat Conditions
If Cia flees or Allied Base falls.

Defeat all enemy Captains to lure the Commander

You need to defeat the three Captains that are marked on your minimap to progress the mission.

Before you even start with this mission, race to Cia's side and defeat any Captains around her. Impa will eventually come out and attack Cia directly, which is a fight Cia won't win, so try not to leave until after Impa has been beaten.

Once you've secured your ally's safety, head to the Captain that is near the Allied Base. Several waves of Captains will come after the Allied Base, so make sure you're paying close attention to it or you'll lose it without realizing what happened.

Defeat the Manhandla Stalks

After you defeat the marked Captains, Manhandla Stalks will appear on the map and begin pelting the Allied Base with seeds. Don't delay: Look for their location on the Battlefield Info screen and take them out immediately.

Defeat the enemy Commander

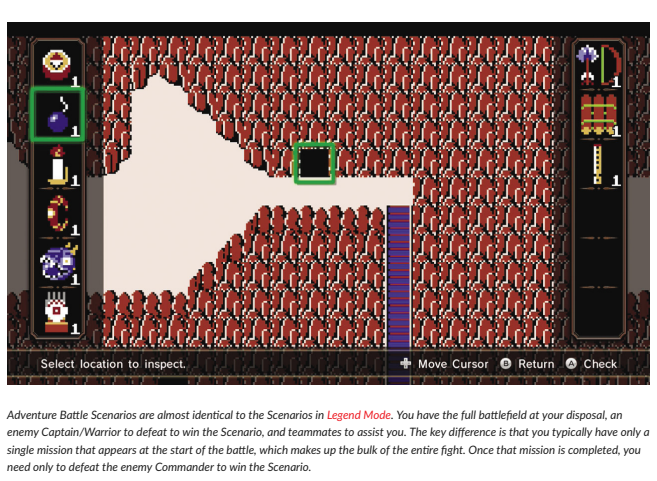
You can find Sheik in the Enemy Base Keep.

A-4

Fight the chosen ones!

Limited Warrior: Agitha (Recommended Level: 50)

Unlockables
Agitha—Heart Container (in the East Field Keep)
Agitha—Piece of Heart (in the Castle Keep)
Search Item
Bombs: Agitha - Princess Parasol (A-Rank)



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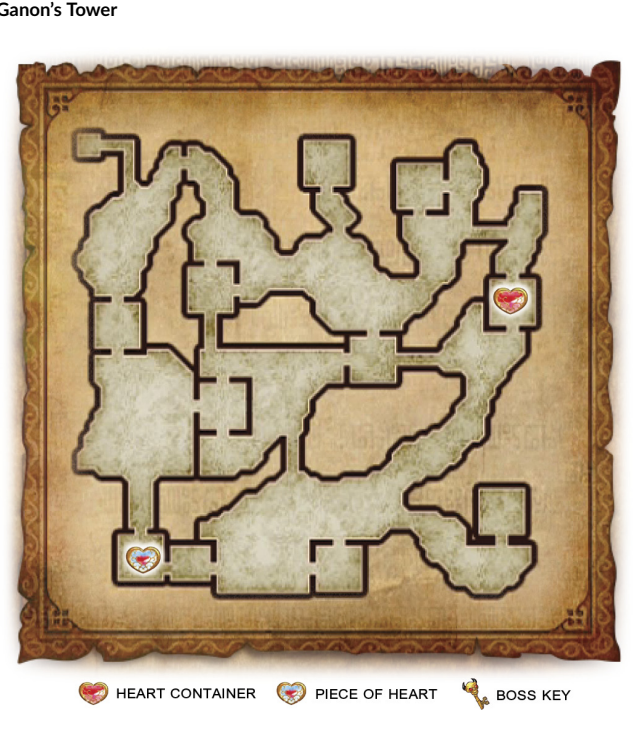
A-RANK
KOs—1,200
TIME—15 minutes or less.
HEALTH—10,000 damage or less.

Ganon's Tower



Victory Conditions
Defeat Link.
Defeat Conditions
If Cia flees or Allied Base falls.

Mission Briefing

This is a very straightforward battle, but still an incredibly difficult one. The challenge comes from Agitha being on the weaker side of the Warrior spectrum. Her Regular Attacks aren't very powerful and they have a very limited range. To remedy this, you must try to add as many "Strength" Weapon Skills to your strongest weapon to make her Combo Attacks as strong as possible. Our suggestion is that you don't even try this fight until you have her second Parasol unlocked. This is a challenging one, but you can do it!

Defeat all enemy Captains to lure the Commander

You need to defeat the three Captains that are marked on your minimap to progress the mission.

Defeat the Manhandla Stalks

After you defeat all three Captains, Manhandla Stalks will appear on the map and begin pelting the Allied Base with seeds. Don't delay: Look for their location on the Battlefield Info screen and take them out immediately.

Defeat the enemy Commander

You can find Link in the Enemy Base Keep.

A-5

Fight through the Triforce quiz!

Unlockables
Bombs
Fi—Piece of Heart (A-Rank)
Search Item
None

Quizzes are Scenarios where you have to answer three questions about a specific Zelda title or element in Hyrule Warriors. The questions will always be answered by defeating the enemy that matches the description. For example: a question could say, "Defeat the enemy that holds a shield." Two enemies will appear: a Big Poe and a Shield Moblin. Just defeat the enemy holding the shield and you'll have successfully answered the question. It's that easy. Just be careful not to defeat the wrong enemy while fighting the right one and you'll have no issues with these challenges.

A-RANK
TIME—15 minutes or less.
HEALTH—10,000 or less damage.

Defeat the owner of the Triforce of Power

The correct answer is Ganondorf.

Defeat the owner of the Triforce of Wisdom

The correct answer is Zelda.

Defeat the owner of the Triforce of Courage

The correct answer is Link.

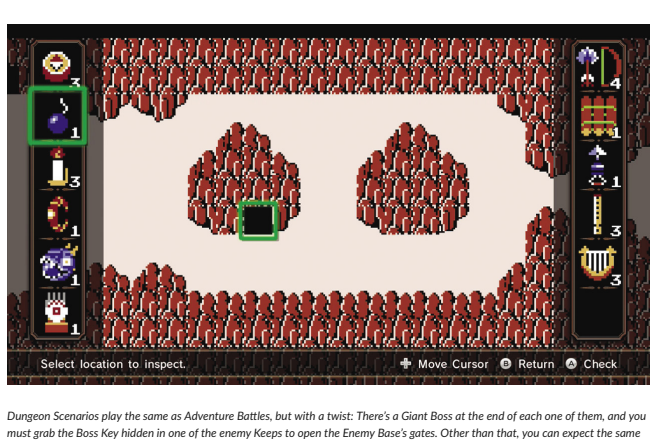
A-6

Missing Enemies
You must use a Bomb on the location shown on the screenshot below to make the enemies appear.

Dungeon 9: Defeat the Demon King!

Limited Warrior: Link (Recommended Level: 40)

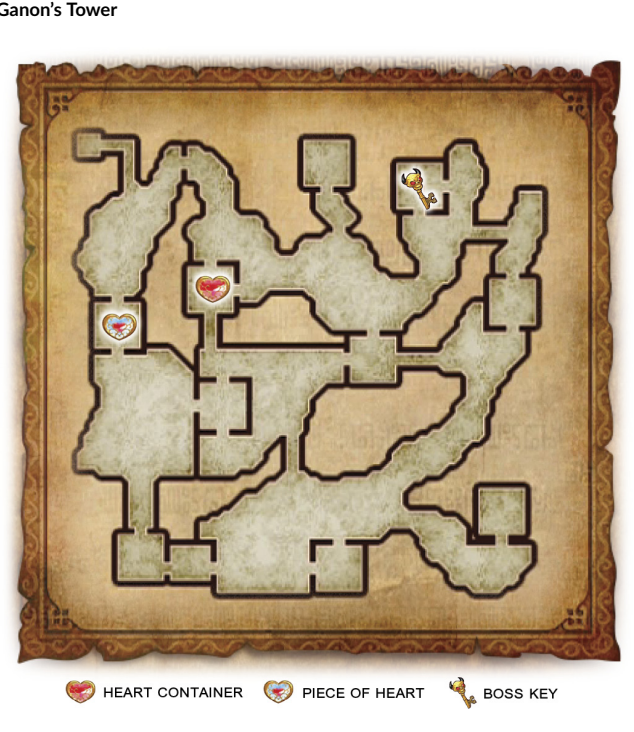
Unlockables
Link—Heart Container (in the W. Rockface Keep)
Link—Piece of Heart (in the Abandoned Fort)
1,000 KO Gold Skulltula
Second Gold Skulltula
Boss Key (in the North Field Keep)
Search Item
None



Dungeon Scenarios play the same as Adventure Battles, but with a twist: There's a Giant Boss at the end of each one of them, and you must grab the Boss Key hidden in one of the enemy Keeps to open the Enemy Base's gates. Other than that, you can expect the same kind of battle you'd get from an Adventure Battle.

A-RANK
KOs—1,200
TIME—15 minutes or less.
HEALTH—10,000 damage or less.

Ganon's Tower



Victory Conditions
Defeat Cia.
Defeat Conditions
If Zelda flees or Allied Base falls.

Defend allied Keeps and defeat enemy forces

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder. You'll then be tasked with recapturing that Keep.

The enemy forces will use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be top priority.

Ignore the Bombchu in the north and attack the southern Bombchu near your starting location while keeping an eye on the eastern one. The eastern Bombchu will reach its destination (the Central Keep) before the other two will, but the southern Bombchu is right near your starting location, so taking it out first should be your priority.

Destroy the eastern Bombchu, then the northern one. Now, focus on clearing your Keeps of Captains that have undoubtedly invaded them. Don't linger in one spot for too long and focus on Keeps that have a lot of enemy Captains in them, instead of trying to protect your Keeps with only one or two enemy Captains.

Once you've defeated the Bombchus, the mission will be complete. Now, focus on protecting your Keeps before you challenge Cia. Your troops will start this Scenario with lowered morale, so they won't be able to put up much of a fight against Cia's army. For every 100 KOs you get, your troops will receive a small boost in morale. Defeat as many enemy soldiers as you can, as fast as you can to get your soldiers' morale to a point where they can protect themselves.

Defeat the enemy Commander

You can find Cia in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the North Field Keep first, however.

Defeat Ganon to win

As soon as you take out Cia, Ganon will enter the fray. Pay attention to his attacks: He emulates every Giant Boss except for The Imprisoned, and you must hit him with Item that the Giant Boss he's emulating is weak to. As a refresher, if he holds out his right hand and begins charging a fireball, race in and throw Bombs at his hand. If he lifts his left hand and begins charging a blue energy ball, dodge out of the way of the attack and shoot his hand with the Bow. If his shoulder spikes open up and begin firing small spikes, hit them with the Boomerang as soon as they are finished firing. If he flies into the air, pull him down with the Hookshot.

Once you've destroyed each of his parts, he'll begin performing attacks that make the gem on his head glow. When you see it glow, shoot him with your Bow to make him reveal his Weak Point Mark. Perform a handful of Smashes and you'll defeat him. Defeating Ganon means you have successfully won the Scenario. Congratulations!

A-7

Go alone—despite the danger!

Unlockables
Fi—Heart Container (A-Rank)
Ghirahim—Piece of Heart (in the Southwest Keep)
Search Item
None

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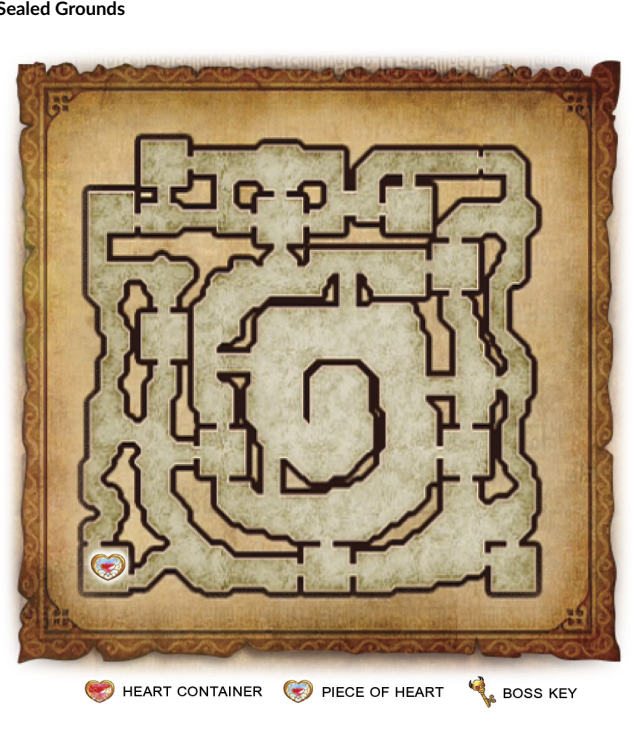
A-RANK
KOs—1,200
TIME—15 minutes or less.
HEALTH—10,000 damage or less.

Sealed Grounds



Victory Conditions
Defeat Wizzro.
Defeat Conditions
If Zelda flees or Allied Base falls.

Defeat all enemy Captains to lure the Commander

You need to defeat the three Captains that are marked on your minimap to progress the mission.

Escort Cucco Chick to Adult Cucco

The Cucco Chick starts in a random Keep; look up its location in the Battlefield Info screen. Approach the Cucco Chick to get it moving. Escort it to its destination to complete the mission. If you fail to rescue it, the Adult Cucco will become enraged, attacking everyone everywhere it goes. If you succeed, Adult Cucco will begin attacking the enemy forces.

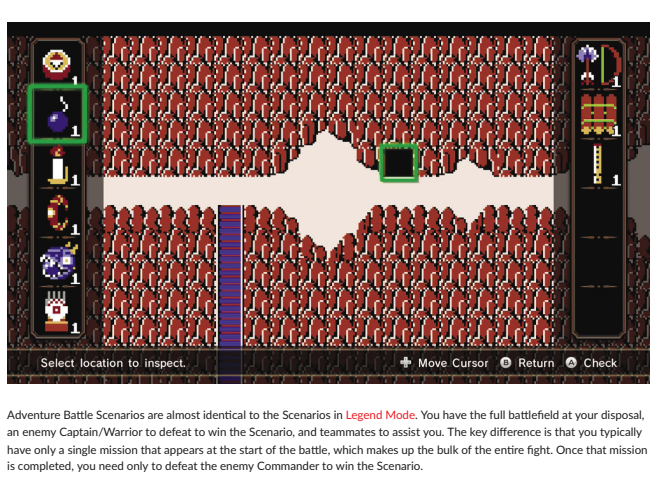
Defeat the enemy Commander

You can find Wizzro in the Enemy Base Keep.

A-8

Prevent the sorceress's scheme!

Unlockables
Zant—Piece of Heart (in the Northwest Keep)
1,000 KO Gold Skulltula
Second Gold Skulltula
Search Item
Bombs: Midna—Heart Container (A-Rank)



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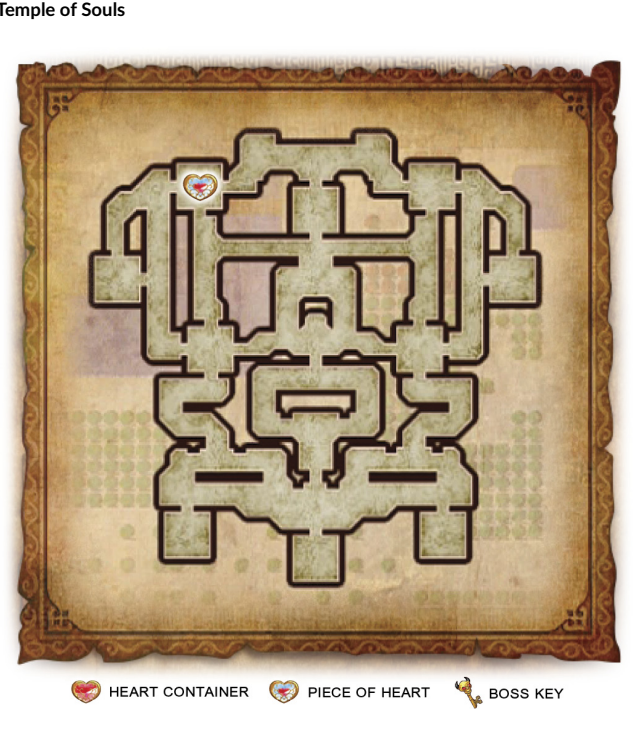
A-RANK
KOs—1,200
TIME—15 minutes or less.
HEALTH—10,000 damage or less.

Temple of Souls



Victory Conditions
Defeat Wizzro.
Defeat Conditions
If Ganondorf or Volga flees.

Save the Stranded Allied Forces!

One of your allies is stuck on the west side of the battlefield. You need to get over there and defeat the marked enemy Captains to free your ally.

An allied Cucco appears shortly after the start of the Scenario. Keep it safe and it'll continuously call more Cucco fighters to fight for your army as you defeat more enemies.

Capture One of the Keeps and Break Through!

To reach your allies, you'll first need to capture either the Northwest or Northeast Keep to gain access to the east side of the map.

After you capture one of the marked Keeps, another pair of marked Keeps will appear. You need to capture either the Southwest or Southeast Keep to reach your allies. Defeat the marked enemy Captains that are attacking your allies to complete the mission.

Defeat the Summoner immediately

As soon as you finish capturing the Keeps to break through to your allies, a Summoner enters the battlefield. It has the ability to summon Captains directly to your location. If you're not struggling to defeat the Captains, don't worry about rushing over to take out the Summoner.

Defeat the enemy Commander

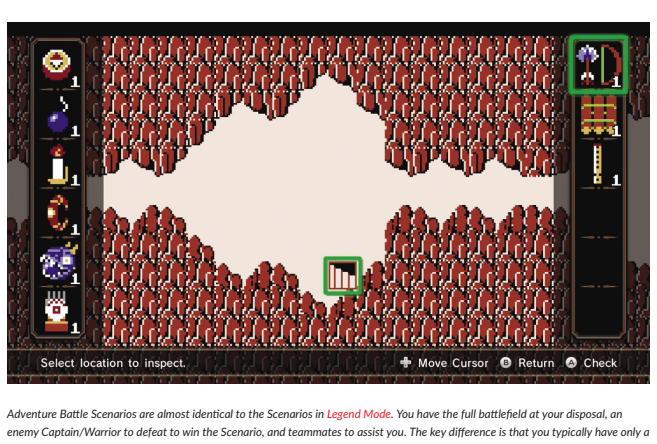
You can find Cia in the Enemy Base Keep.

A-9

Weather the storm of enemy forces!!

Limited Warrior: Zelda and her Rapier (Recommended Level: 40)

Unlockables
Zelda—Heart Container (in the King's Hall Keep)
Zelda—Piece of Heart (in the Fairy Fountain Keep)
Search Item
Ice Arrow: Zelda's Gleaming Rapier (A-Rank)



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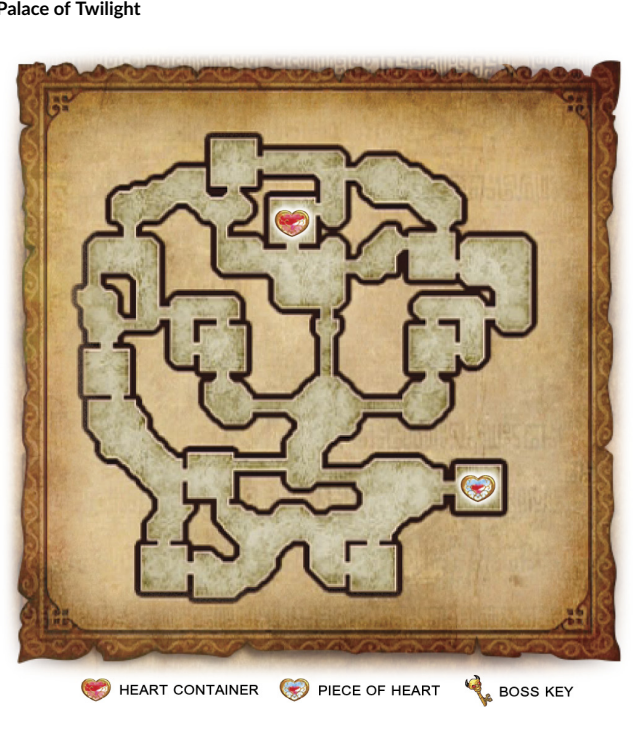
A-RANK
KOs—1,200
TIME—15 minutes or less.
HEALTH—10,000 damage or less.

Palace of Twilight



Victory Conditions
Defeat Cia.
Defeat Conditions
If Agitha flees or the Allied Base falls.

Defeat all enemy Captains to lure the Commander

You need to defeat the three Captains that are marked on your minimap to progress the mission.

Defeat the Messengers before they call in reinforcements

Messengers will appear on the field and attempt to make it to a Keep on the opposite side of the battlefield. Defeat them before they reach their destination to prevent them from calling in enemy reinforcements.

Defeat the siege Captains

Siege Captains will begin pouring out of enemy Keeps. They have the ability to capture your Keeps at a remarkable pace. That is why taking them out as they appear on the battlefield should be near the top of your list; the top should be capturing those Keeps to stem the flow of Siege Captains.

Defeat the enemy Commander

You can find Cia in the Enemy Base Keep.

A-10

Watch out! All attacks are devastating!

Unlockables
Compass
Fi—Heart Container (A-Rank)
Search Item
None

Watch Out! Scenarios can get pretty hairy if you don't, well, watch out! Any enemy in these battles—even the basic soldier—can take you down to a quarter heart in a single hit. Basically, you can take two hits before you fail the Scenario. Luckily, these are incredibly straightforward fights, working similarly to the Defeat all enemies! Scenarios. Your goal is to defeat a certain number of Captains. Your best bet is to stick to ranged weapons and use your Bow and Arrow frequently. Carve your way into groups of enemies, instead of running through them, and don't linger. You've got this!

A-RANK
TIME—15 minutes or less.
HEALTH—10,000 or less damage.

Defeat 30 enemy Captains!

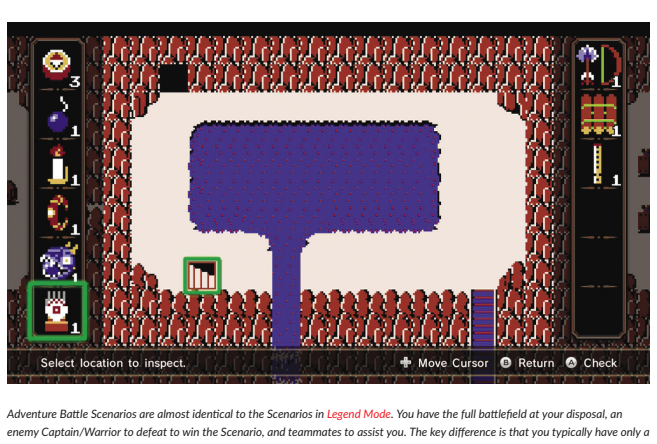
The Captains you'll face in this Scenario are Goron Captains. If you select Link and use his ^^% Combo Attack, this Scenario shouldn't be an issue at all. Goron Captains have no projectiles to speak of, so defeating them should be a breeze. Be careful around Goron artillery (the Gorons with stones in their hands); if you don't take damage from one of their projectiles, you'll complete this battle with ease.

A-11

Defend the allied Keeps!

Limited Warrior: Lana and her Book of Sorcery (Recommended Level: 40)

Unlockables
Lana—Heart Container (in the Southwest Keep)
Search Item
Digging Mitts: Lana's Sorceress Tome (A-Rank)



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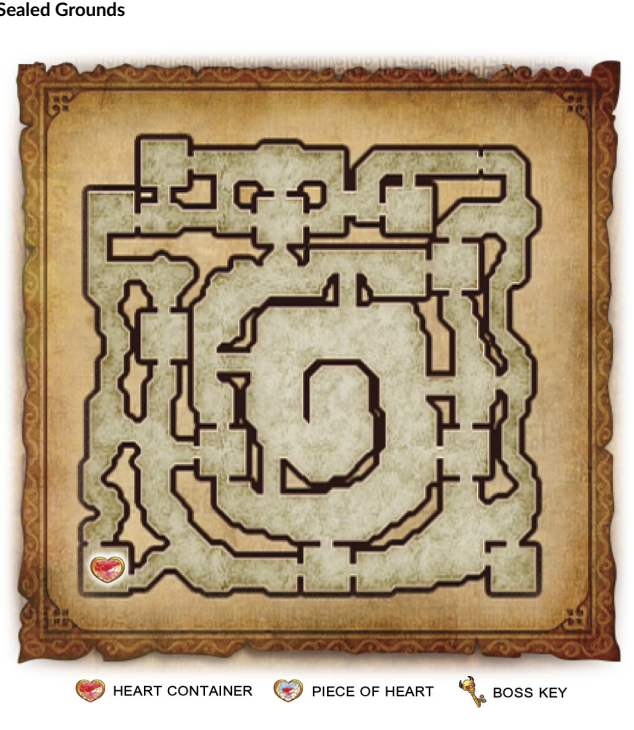
A-RANK
KOs—1,200
TIME—15 minutes or less.
HEALTH—4,000 damage or less.

Sealed Grounds



Victory Conditions
Defeat Wizzro.
Defeat Conditions
If Cia flees or the Allied Base falls.

Defend allied Keeps and defeat enemy forces

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder. You'll then be tasked with recapturing that Keep.

The enemy forces will use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be top priority.

Ignore the Bombchu in the southeast and attack the northwestern Bombchu near your starting location while keeping an eye on the northeastern one. The northwestern Bombchu will reach its destination (the West Keep) before the other two will. It's very close to your starting location, so taking it out, then racing to the northeastern Bombchu should be first on your to-do list.

Convince Stalmaster to join you

A Stalmaster will appear on the map near your starting location. Make a point to get to it as swiftly as possible to avoid having it defeated by the enemy army, or yours. All you need to do is approach it and it'll join your side of the conflict.

Defeat the Healers

Two Healers will enter the battlefield. They'll roam around the map, healing any of their allies that need it. To prevent this from happening, you must hunt down the Healers and defeat them.

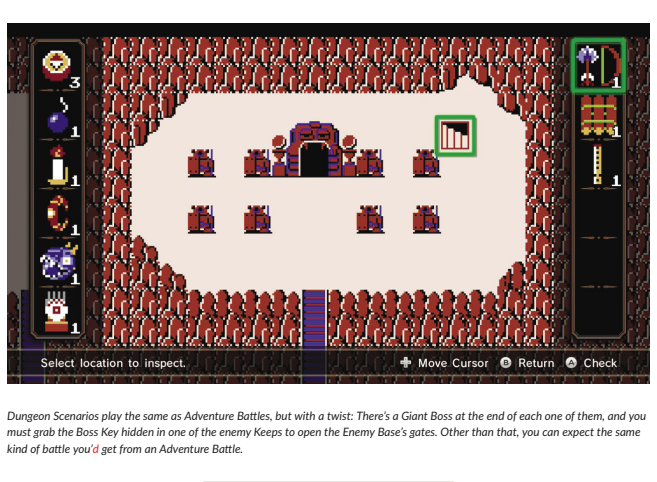
Defeat the enemy Commander

You can find Cia in the Enemy Base Keep.

A-12

Dungeon 5: Defeat the mountain beast!

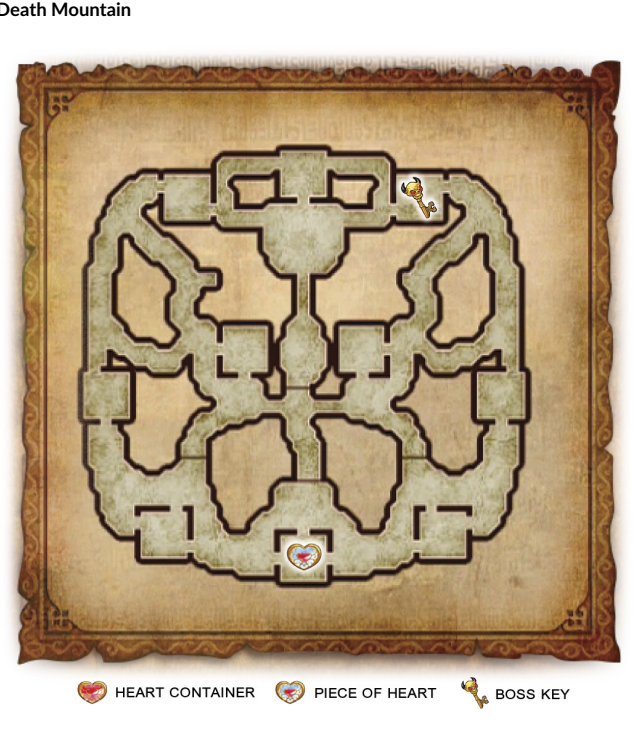
Unlockables
Recorder
Darunia—Piece of Heart (in the Stronghold Keep)
1,000 KO Gold Skulltula
Second Gold Skulltula
Boss Key (in the East Goron Keep)
Search Item
Ice Arrow: Darunia—Heart Container (A-Rank)



Dungeon Scenarios play the same as Adventure Battles, but with a twist: There's a Giant Boss at the end of each one of them, and you must grab the Boss Key hidden in one of the enemy Keeps to open the Enemy Base's gates. Other than that, you can expect the same kind of battle you'd get from an Adventure Battle.

A-RANK
KOs—1,200
TIME—15 minutes or less.
HEALTH—4,000 damage or less.

Death Mountain



Victory Conditions
Defeat Sheik.
Defeat Conditions
If Fi flees or the Allied Base falls.

Defeat all enemy Captains to lure the Commander

You need to defeat the three Captains that are marked on your minimap to progress the mission.

A Cucco will appear on the battlefield almost immediately after the Scenario starts and begin following you around. Avoid attacking this one to the best of your abilities. It's not friendly and it will call in a regiment of Cuccos to fight you. Having to challenge so much perilous poultry will make getting an A-Rank much harder.

Defeat the enemy Commander

You can find Sheik in the Enemy Base Keep, but you must grab the Boss Key from the East Goron Keep before the Enemy Base will open for you.

Defeat King Dodongo to win

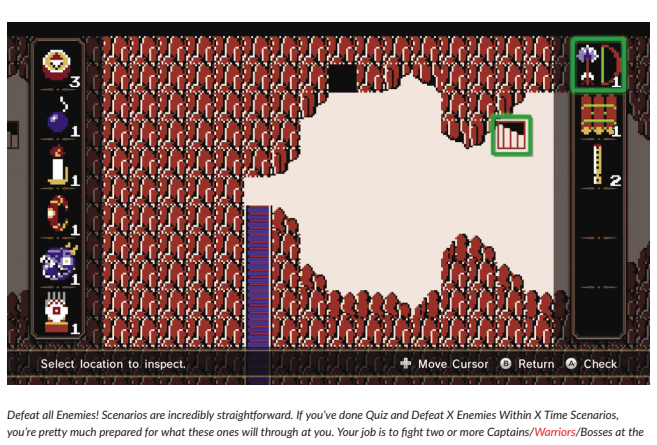
Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss and Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out and win the battle.

A-13

Defeat all enemies!

Limited Warrior: Ganondorf (Recommended Level: 40)

Unlockables
Harp
Search Item
Ice Arrow: Ganondorf—Heart Container (A-Rank)



Defeat all Enemies! Scenarios are incredibly straightforward. If you've done Quiz and Defeat X Enemies Within X Time Scenarios, you're pretty much prepared for what these ones will through at you. Your job is to fight two or more Captains/Warriors/Bosses at the same time, defeat them and then move on to another Keep to fight a new set of Captains/Warriors/Bosses. Avoid taking too much damage and defeat the enemies swiftly and you'll walk out of these battles with an A-Rank.

A-RANK
TIME—Less than 7 minutes.
HEALTH—10,000 or less damage.

Mission Briefing

Before you even enter a marked Keep, check around the area to find tufts of grass. Cut the grass to find Magic Jars, Hearts, and Triforce Pieces so that you can go into each Keep with as much of an advantage as you can give yourself.

Three of The Imprisoned

You're tasked with fighting three of The Imprisoned—two miniature ones and a normal one—while inside a Keep. This is one of the toughest fights in the game. Focus on the two smaller versions of The Imprisoned first. The little guys can spit dark energy at you from across the room and they're incredibly accurate. They can also create shock waves while standing still and wiggling their toes, so run a good distance away from them if you see them lower their heads for an extended amount of time. They'll frequently interrupt your attempts at lowering the larger Giant Boss's Weak Point Mark with their attacks.

All of that being said, there is one attack you absolutely much watch for from the larger of The Imprisoned. If you see red electricity cover the ground, run as quickly as you can to the side of the room opposite of the larger of The Imprisoned. After a 10 or so seconds, The Imprisoned will do a devastating electric attack to you if you're standing in its electric circle. It can be tough to find a safe spot to hide from this attack inside this Keep, but if you aim for any point that is farthest from The Imprisoned, you should be able to find a spot that the electricity doesn't reach.

Use you Special Attack on the smaller versions of The Imprisoned every time you fill up a bar of your Special Attack Meter. Once you've defeated the two smaller Giant Bosses, attack the larger of The Imprisoned the same as you would in a normal fight with it: by attacking its toes. Whenever you fill up a bar of your Special Attack Meter, run directly behind its feet and use your Special Attack. We found that the Special Attack has a better chance of destroying all of The Imprisoned's toes at once if you're standing directly behind its feet.

Two Shield Moblins and Two Dinolfos

A far cry from the difficulty of the last fight, but still challenging nonetheless. Focus on the Dinolfos first, they are easier to defeat and are faster than the Shield Moblins, so you can have them chase you to separate them from the other Captains in the Keep. Pick off each Captain one by one, and dash away from the Captains whenever they group together.

Ruto, Lana, and Fiery Aeralfos

This is more of a patience fight. As soon as the combatants appear in the Keep, hold your guard up and start circling them. The goal is to focus on one of the Warriors and bait them into revealing their Weak Point Mark. None of the enemies here are particularly fast, so you can slowly circle them with ease. Wait for your Warrior of choice to reveal the Weak Point Mark, Smash them, then repeat until all three enemies are defeated. Just be careful about holding $ whenever you dash to reach a Warrior's Weak Point Mark. Holding $ will cause you to run and you can't guard while you're running.

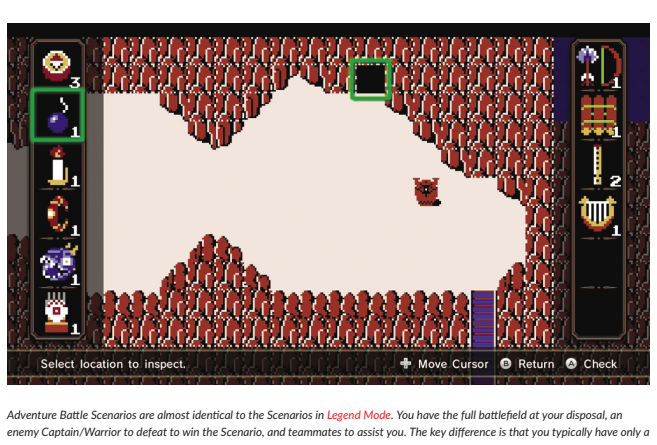
A-14

Missing Enemies
You must use a Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

Fight the chosen ones!

Limited Warrior: Darunia (Recommended Level: 40)

Unlockables
Darunia—Heart Container (in the East Garden Keep)
Darunia—Piece of Heart (in the Southeast Keep)
Search Item
Bombs: Darunia's Megaton Hammer (A-Rank)



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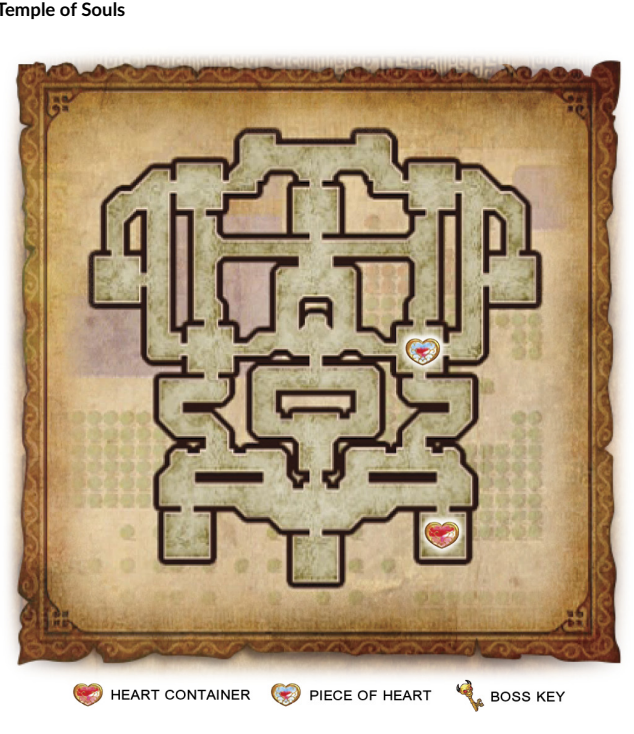
A-RANK
KOs—1,200
TIME—15 minutes or less.
HEALTH —10,000 damage or less.

Temple of Souls



Victory Conditions
Defeat Link.
Defeat Conditions
If Midna flees or the Allied Base falls.

Mission Briefing

Darunia is not a fast-moving Warrior by any stretch, but luckily this Scenario plays out at a pace perfect for him. You will have to run back and forth across the battlefield during this fight, but not as frantically as you most likely have in many other battles. This is a battle of strategy and tactics, not speed. Select your objectives carefully and, above all, protect the Allied Base and you'll win this battle for certain.

Capture all Keeps and weaken the enemy

To complete this mission, you must first capture the Northeast, Central Chamber, West Garden, and East Garden Keeps. The Keeps will constantly create Captains with boosted morale, so capturing these Keeps as quickly as possible is definitely what you want to do.

After you capture your first marked Keep, all of the remaining marked Keeps will create a Shield Moblin and send it toward the Allied Base. You can largely ignore them until they reach one of your Keeps; the Shield Moblins are not particularly fast, so you can pace yourself and focus on other matters until you see one of the Keeps near the Allied Base being invaded.

Defeat the Siege Captains

Siege Captains will enter the battlefield shortly after you start this Scenario. They have the ability to capture your Keeps at a remarkable pace. That is why taking them out as they appear on the battlefield should be near the top of your list; the top should be capturing those Keeps to stem the flow of Siege Captains. Both of the Siege Captains will likely end up in the Southwest Keep, so you can attempt to intercept them there and take them both out at the same time.

Defeat Shield Moblin immediately

After you capture your second marked Keep, a Shield Moblin will charge directly toward the Allied Base. Intercept him and lower his health to half and he'll flee the battlefield for a moment. He'll eventually reappear directly inside the Allied Base. Don't leave him to his own devices: Find him and defeat him immediately.

Defeat the enemy Commander

You can find Link in the Enemy Base Keep.

A-15

Fight through the legendary warrior quiz!

Unlockables
Digging Mitts
Zant—Heart Container (A-Rank)
Search Item
None

Quizzes are Scenarios where you have to answer three questions about a specific Zelda title or element in Hyrule Warriors. The questions will always be answered by defeating the enemy that matches the description. For example: a question could say, "Defeat the enemy that holds a shield." Two enemies will appear: a Big Poe and a Shield Moblin. Just defeat the enemy holding the shield and you'll have successfully answered the question. It's that easy. Just be careful not to defeat the wrong enemy while fighting the right one and you'll have no issues with these challenges.

A-RANK
TIME—15 minutes or less.
HEALTH—4,000 or less damage.

Defeat the Sage of Water

The correct answer is Ruto.

Defeat the insect princess

The correct answer is Agitha.

Defeat the horse rider

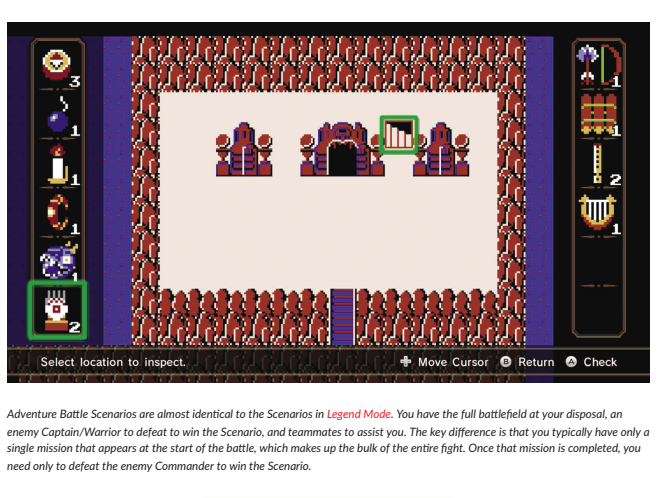
The correct answer is Ganondorf.

A-16

Take on the sword masters!

Limited Warrior: Lana and her Summoning Gate (Recommended Level: 60)

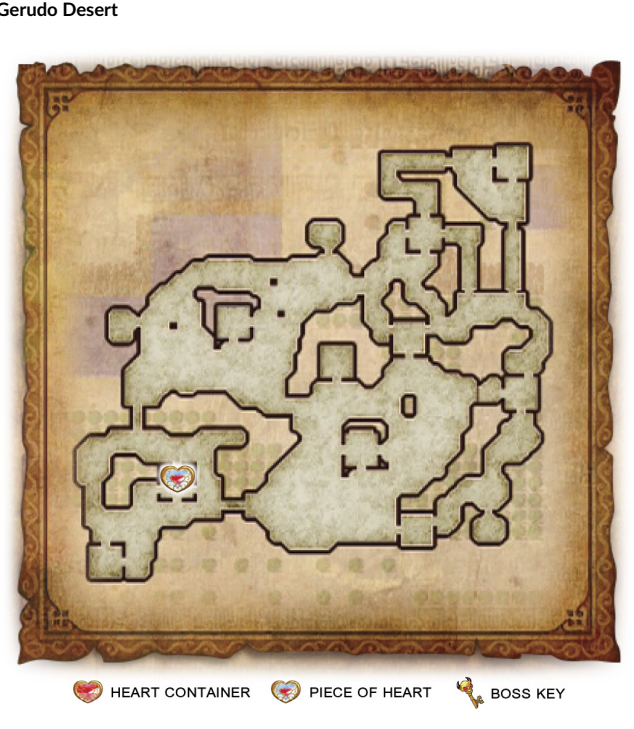
Unlockables
Lana—Piece of Heart (in the North Settlement Keep)
1,000 KO Gold Skulltula
Second Gold Skulltula
Search Item
Digging Mitts: Lana's Gate of Souls (A-Rank)



Adventure Battle Scenarios are almost identical to the Scenarios in Legend Mode. You have the full battlefield at your disposal, an enemy Captain/Warrior to defeat to win the Scenario, and teammates to assist you. The key difference is that you typically have only a single mission that appears at the start of the battle, which makes up the bulk of the entire fight. Once that mission is completed, you need only to defeat the enemy Commander to win the Scenario.

A-RANK
KOs—1,200
TIME—15 minutes or less.
HEALTH—10,000 damage or less.

Gerudo Desert



Victory Conditions
Defeat Link.
Defeat Conditions
If Sheik flees or the Allied Base falls.

Mission Briefing

This is undoubtedly one of the hardest fights in the game. Lana's Summoning Gate, fun though it is, isn't a great weapon to use in a challenging Scenario. It's slow, lacks attack power, and has poor range. Luckily, this is an incredibly straightforward battle. Just take on the missions as you would in any other Scenario and make sure to watch your health—these enemies pack a punch.

Defeat all enemy Captains to lure the Commander

You need to defeat the three Captains that are marked on your minimap to progress the mission.

Defeat the Gold Cucco

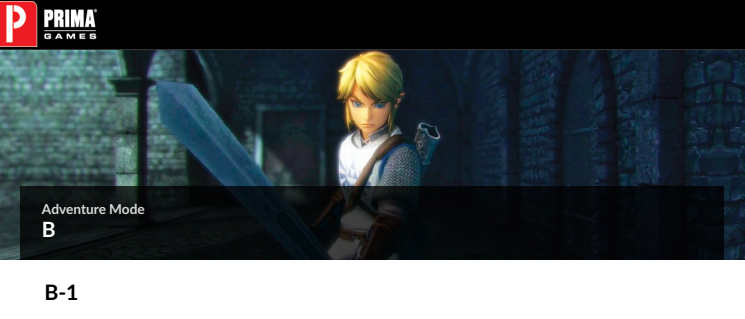
An enemy Cucco will appear on the battlefield almost immediately after the Scenario starts and will begin eating everywhere it goes. As it eats, it grows more and more powerful. Make a point to defeat the Gold Cucco immediately to keep it from growing stronger and causing you unnecessary problems.

Convince Darknut to join you

A rogue Darknut will appear on the map. Make a point to get to it as swiftly as possible to avoid having it defeated by the enemy army, or yours. All you need to do is approach it and it'll join your side of the conflict.

Defeat the enemy Commander

You can find Link in the Enemy Base Keep.



Adventure Mode

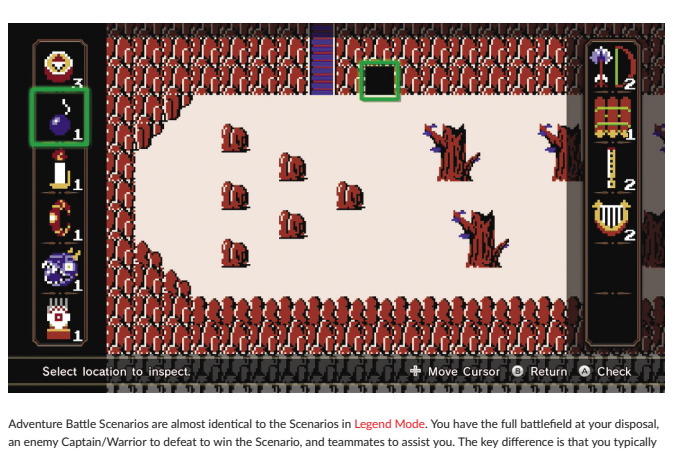
B

B-1

Stop the healers from, well, healing!

Limited Warrior: Link and his Great Fairy (Recommended Level: 50)

Unlockables
None
Search Item
Bombs: Link's Great Sky Fairy (A-Rank)



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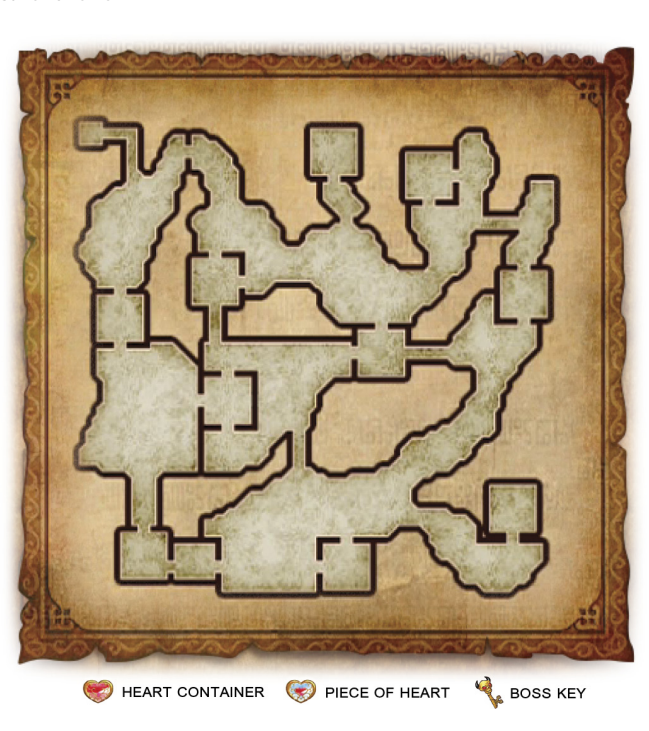
A-RANK
KOs—1,200
TIME—15 minutes or less.
HEALTH—10,000 damage or less.

Ganon's Tower



Victory Conditions
Defeat Cia.
Defeat Conditions
If Zelda flees or the Allied Base falls.

Mission Briefing

This is one of the hardest Scenarios in which to get an A-Rank. The Great Fairy is very capable of mopping up Keeps in no time flat, but her speed and lack of attack power makes her hard to use against enemy Captains and Warriors. You'll have to be selective with your Special Attack usage and rely on her Combo Attacks—specifically Ⓨ Ⓨ Ⓨ Ⓧ and Ⓨ Ⓨ Ⓨ Ⓨ Ⓧ to quickly clear Keeps and defeat stronger enemies. Make sure you take a trip to the Smithy and power up the Great Fairy's Combo Attacks with Strength Weapon Skills if possible. Hang in there! You've got this!

Capture all Keeps and weaken the enemy

In order to complete this mission, you must first capture the Castle, North Field, South Field, and Mountain Keeps.

Defeat the Fortifier Captains

Shortly after the Scenario begins, Fortifier Captains will enter the battlefield. Take them out immediately or else they'll fortify any Keeps they come across, which makes it a royal pain to capture them.

Defeat the Siege Captains

Siege Captains will appear on the battlefield after you capture your first marked Keep. They can capture your Keeps at a remarkable pace. That is why taking them out as they appear on the battlefield should be near the top of your list.

Defeat the Healers

Two Healers will enter the battlefield after you capture your second marked Keep. They'll roam around the map healing any of their allies that need it. To prevent this from happening, you must hunt down the Healers and defeat them.

Defeat the enemy Commander

You can find Cia in the Enemy Base Keep.

B-2

Fight through the royalty quiz!

Unlockables
Ice Arrow
Search Item
Digging Mitts: Agitha—Heart Container (A-Rank)

Quizzes are Scenarios where you have to answer three questions about a specific Zelda title or element in Hyrule Warriors. The questions will always be answered by defeating the enemy that matches the description. For example: a question could say, "Defeat the enemy that holds a shield." Two enemies will appear: a Big Poe and a Shield Moblin. Just defeat the enemy holding the shield and you'll have successfully answered the question. It's that easy. Just be careful not to defeat the wrong enemy while fighting the right one and you'll have no issues with these challenges.

A-RANK
TIME—15 minutes or less.
HEALTH—10,000 or less damage.

Defeat the King of Twilight

The correct answer is Zant.

Defeat the servant of the royal family

The correct answer is Impa.

Defeat the royal Commander

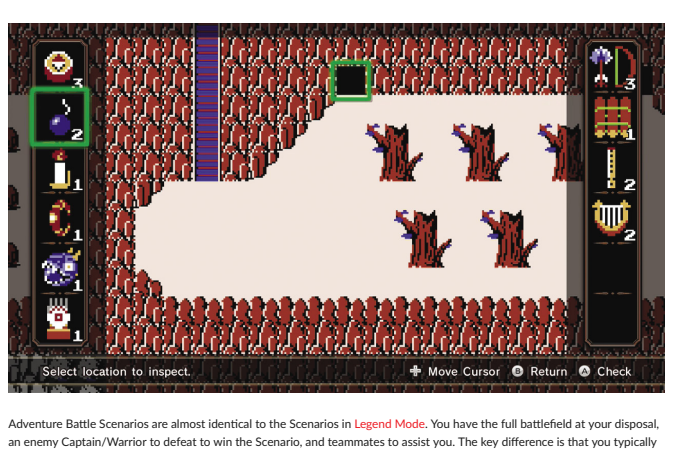
The correct answer is Zelda.

B-3

Be like a magician and make your foes disappear!

Limited Warrior: Zant (Recommended Level: 40)

Unlockables
Zant—Heart Container (in the E. Mountain Keep)
Zant—Piece of Heart (in the W. Mountain Keep)
1,000 KO Gold Skulltula
Second Gold Skulltula
Search Item
Bombs: Zant's Scimitars of Twilight (A-Rank)



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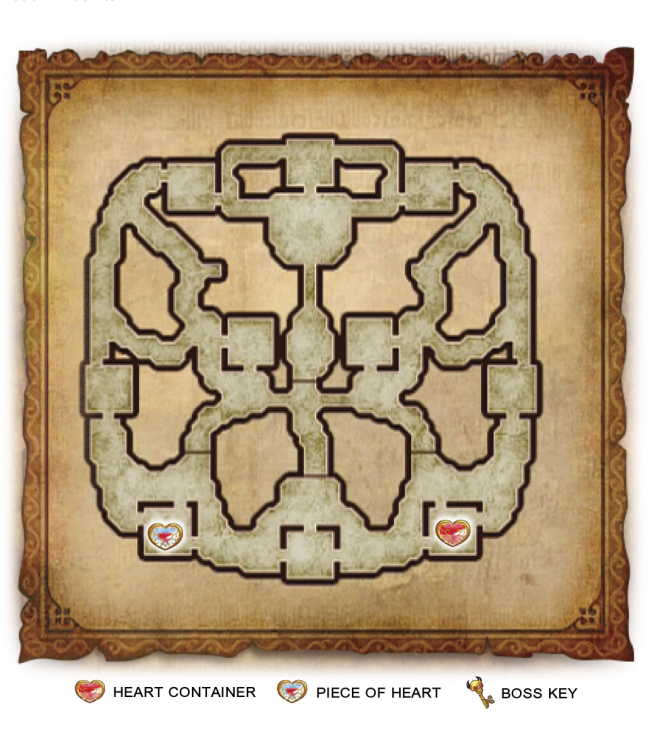
A-RANK
KOs—1,200
TIME—15 minutes or less.
HEALTH—10,000 damage or less.

Death Mountain



Victory Conditions
Defeat Ghirahim.
Defeat Conditions
If Ganondorf flees or the Allied Base falls.

Defeat all enemy Captains to lure the Commander

You need to defeat the three Captains that are marked on your minimap to progress the mission.

Defeat the Manhandla Stalks

Shortly after starting the Scenario, Manhandla Stalks will appear on the map and begin pelting the Allied Base with seeds. Don't delay: Look for their location on the Battlefield Info screen and take them out immediately.

Defeat the Scout Captain before Scout Troops can be called

A Scout Captain will enter the field while you're working on your mission. If the Scout Captain is left to his own devices, he'll call in Scout Troops to aid in the fight. To stop this from happening, race to the Scout Captain and defeat it swiftly.

Defeat Fiery Aeralfos immediately

A Fiery Aeralfos with boosted morale will enter the field shortly after you defeat all three marked Captains. It'll go directly for the Allied Base, stopping to make trouble in any Keep you own along the way. After a short while, it'll disappear from the field, then reappear in the Allied Base. Don't let it attack the Allied Base—or not for long, at least. The Manhandla Stalks undoubtedly did some damage to it, which means it'll be easy pickings for the Fiery Aeralfos.

Defeat the enemy Commander

You can find Ghirahim in the Enemy Base Keep.

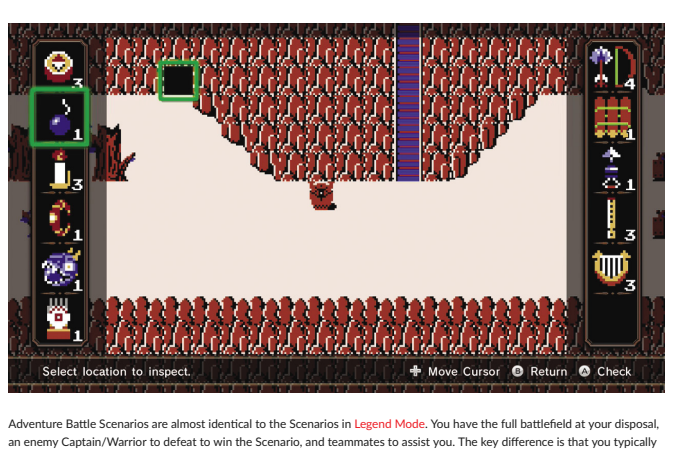
B-4

Missing Enemies
You must use Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

Dash gallantly into battle!

Limited Warrior: Lana (Recommended Level: 40)

Unlockables
Lana—Piece of Heart (in the South Square Keep)
1,000 KO Gold Skulltula
Second Gold Skulltula
Search Item
Bombs: Lana's Guardian's Gate (A-Rank)



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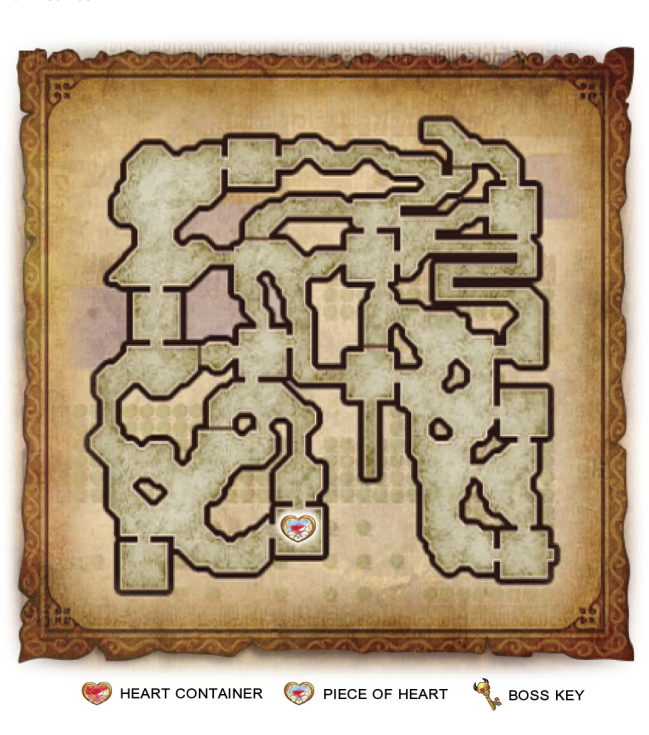
A-RANK
KOs—1,200
TIME—15 minutes or less.
HEALTH—10,000 damage or less.

Eldin Caves



Victory Conditions
Defeat Icy Big Poe and Stalmaster.
Defeat Conditions
If Cia flees or the Allied Base falls.

Defeat a valued enemy Captain

A Captain from both enemy armies will appear on the map. Find the nearest one and defeat it to gain access to that Captain's Commander.

Defeat the Scout Captain before Scout Troops can be called

A Scout Captain will enter the field while you're working on your mission. If the Scout Captain is left to his own devices, he'll call in Scout Troops to aid in the fight. To stop this from happening, race to the Scout Captain and defeat it swiftly. Just make sure that you do it only after the Bombchus have been dealt with.

Defeat the enemy Commander

Once you've dealt with one of the forces, head to the remaining Commander in either the Rogue Base or the Enemy Base. In order to open the gates to the remaining base, you must first defeat the valued Captain that was marked at the start of the battle. This can be a bit tricky to find it since it's no longer marked, but you'll eventually find the right one if you begin taking out each of the remaining enemy Captains.

B-5

Attend the Festival of Cuccos!

Limited Warrior: Ganondorf (Recommended Level: 40)

Unlockables
Ganondorf—Heart Container (A-Rank)
Ganondorf—Piece of Heart (in the Abandoned Fort Keep)
Search Item
None

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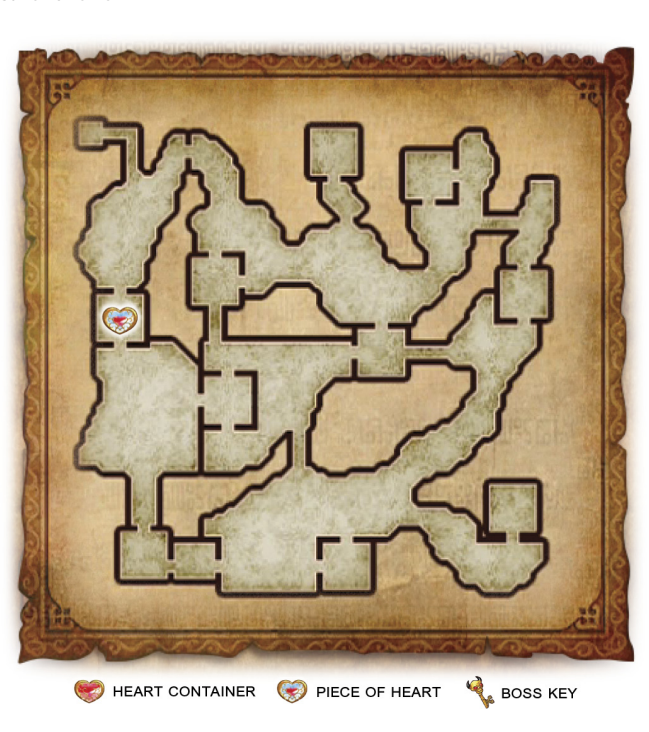
A-RANK
KOs—1,200
TIME—15 minutes or less.
HEALTH—10,000 damage or less.

Ganon's Tower



Victory Conditions
Defeat Cia.
Defeat Conditions
If Lana flees or the Allied Base falls.

Defeat all enemy Captains to lure the Commander

You need to defeat the three Captains that are marked on your minimap to progress the mission.

Escort Cucco Chick to Adult Cucco

The Cucco Chick starts in a random Keep; look up its location in the Battlefield Info screen. Approach the Cucco Chick to get it moving. Escort it to its destination to complete the mission. If you fail to rescue it, the Adult Cucco will become enraged, attacking everyone everywhere it goes. If you succeed, Adult Cucco will begin attacking the enemy forces.

Defeat the two Cuccos

Two Cuccos will enter the battlefield and begin battling it out. If you want to keep them from hurting your troops and damaging your Keeps, you'll have to head to their location and break up the fight by defeating them. If they were left uninterrupted, the winner will take over whatever Keep they were fighting in and begin to create Cucco troops that will move out and attack both your forces and enemy troops. This will repeat until you defeat them or until they capture three Keeps.

A Cucco will appear on the battlefield and begin following you around after you've destroyed all the Bombchus. Avoid attacking this Cucco to the best of your abilities. It's not friendly and it will call in a regiment of Cuccos to fight you. Having to challenge so much perilous poultry will make getting an A-Rank much harder.

Defeat the enemy Commander

You can find Cia in the Enemy Base Keep.

B-6

Defeat all Giant Bosses within 10 minutes!

Limited Warrior: Ganondorf (Recommended Level: 40)

Unlockables
Bombs
Ganondorf—Piece of Heart (A-Rank)
Search Item
None

Defeat all Giant Bosses! Scenarios require you to do just that: defeat all giant bosses on the map within the time limit. These Scenarios almost always consist of two or three of the same boss attacking different corners of a confined map at once. Pick your strongest Warrior and challenge the Giant Bosses one at a time and you'll be fine. Just try to divide up your time evenly for each of the bosses. If you notice that it is taking more than half of your time for any monster, quit the Scenario, level up your character and try again. If that still doesn't cut it, unlock some of the stronger Weapons in Adventure Mode and come back at a later time.

A-RANK
TIME—Less than 7 minutes.
HEALTH—10,000 or less damage.

Ganon

Pay attention to Ganon's attacks: He emulates every Giant Boss except for The Imprisoned and you must hit him with the item that the Giant Boss he's emulating is weak to. As a refresher, if he holds out his right hand and begins charging a fireball, race in and throw Bombs at his hand. If he lifts his left hand and begins charging a blue energy ball, dodge out of the way of the attack and shoot his hand with the Bow. If his shoulder spikes open up and begin firing small spikes, hit them with the Boomerang as soon as they are finished firing. If he flies into the air, pull him down with the Hookshot.

Once you've destroyed each of Ganon's parts, he'll begin performing attacks that make the gem on his head glow. When you see it glow, shoot him with your Bow to make him reveal his Weak Point Mark. Perform some Smashes and you'll defeat him. Defeating Ganon means you have successfully won the Scenario. Congratulations!

Gohma

Gohmas are probably the easiest of the Giant Boss monsters in Hyrule Warriors. Wait until they fire their laser, dodge it, and then shoot them in the eye with the Bow to make their Weak Point Mark appear. Perform a Weak Point Smash. Rinse. Repeat.

King Dodongo

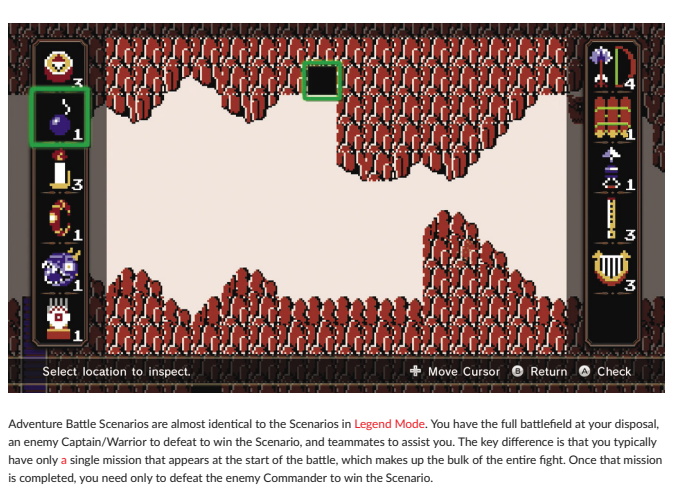
Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

B-7

Capture the enemy Keeps!

Limited Warrior: Link (Recommended Level: 40)

Unlockables
Link—Heart Container (in the Fairy Fountain Keep)
Search Item
Bombs: Link's Great Forest Fairy (A-Rank)



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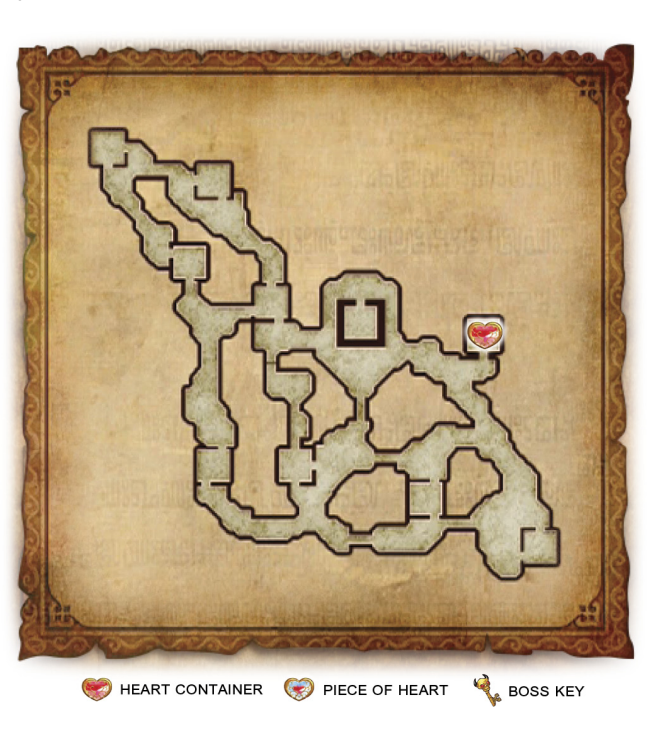
A-RANK
KOs—1,200
TIME—15 minutes or less.
HEALTH—10,000 damage or less.

Skyloft



Victory Conditions
Defeat Ganondorf.
Defeat Conditions
If Cia flees or the Allied Base falls.

Capture all Keeps and weaken the enemy

In order to complete this mission, you must first capture the Town Center, Statue, West Town, and Central Square Keeps. The Keeps will regularly create Aeralfos Captains with boosted morale, so don't delay in capturing these Keeps!

Defeat the Fortifier Captains

Shortly after the Scenario begins, Fortifier Captains will enter the battlefield. Take them out immediately or else they'll fortify any Keeps they come across, which makes it a royal pain to capture them.

Defeat the enemy Commander

You can find Ganondorf in the Enemy Base Keep.

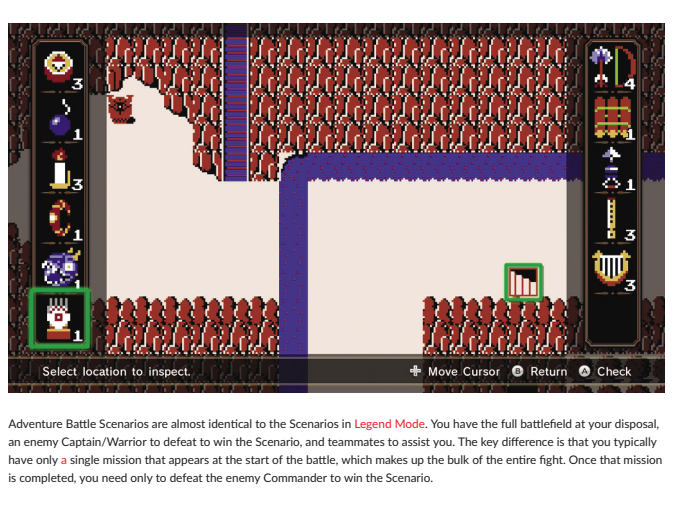
B-8

Missing Enemies
You must use Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

Deal with the uninvited guests!

Limited Warrior: Ganondorf (Recommended Level: 40)

Unlockables
Ganondorf—Heart Container (in the South Garden Keep)
Ganondorf—Piece of Heart (in the Northwest Keep)
1,000 KO Gold Skulltula Second Gold Skulltula
Search Item
Digging Mitts: Ganondorf's Swords of Demise (A-Rank)



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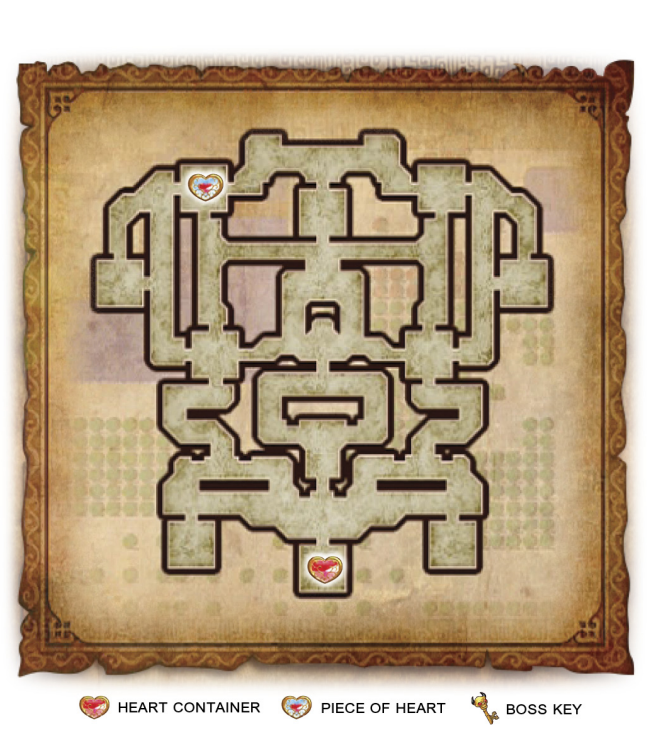
A-RANK
KOs—1,200
TIME—15 minutes or less.
HEALTH—10,000 damage or less.

Temple of Souls



Victory Conditions
Defeat Agitha.
Defeat Conditions
If Zant flees or the Allied Base falls.

Defeat all enemy Captains to lure the Commander

You need to defeat the three Captains that are marked on your minimap to progress the mission.

Defeat the Manhandla Stalks

After capturing your second marked Keep, Manhandla Stalks will appear on the map and begin pelting the Allied Base with seeds. Don't delay: Look for their location on the Battlefield Info screen and take them out immediately.

Convince Moblin to join you

A Moblin will appear on the map. Make a point to get to it as swiftly as possible to prevent it from being defeated by the enemy army, or yours. All you need to do is approach it and it'll join your side of the conflict.

Defeat the Scout Captain before Scout Troops can be called

A Scout Captain will enter the field while you're working on your mission. If the Scout Captain is left to his own devices, he'll call in Scout Troops to aid in the fight. To stop this from happening, race to the Scout Captain and defeat it swiftly. Just make sure that you do it only after the Bombchus have been dealt with.

Defeat the enemy Commander

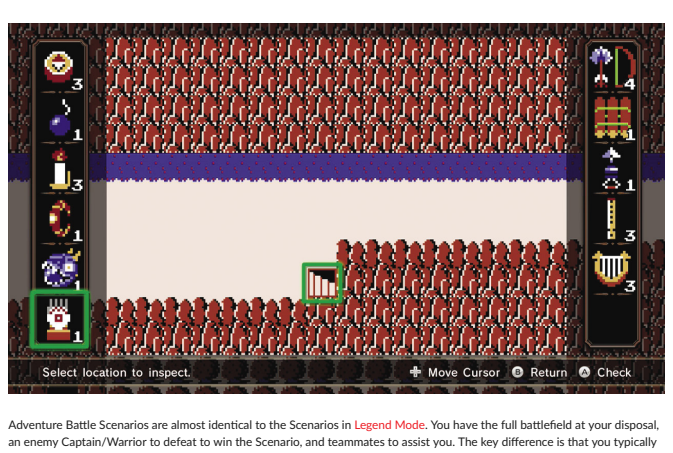
You can find Agitha in the Enemy Base Keep.

B-9

Deal with the uninvited guests!

Limited Warrior: Ghirahim (Recommended Level: 40)

Unlockables
Ghirahim—Heart Container (in the Southeast Keep)
Ghirahim—Piece of Heart (in the Northeast Keep)
Search Item
Digging Mitts: Ghirahim's True Demon Blade (A-Rank)



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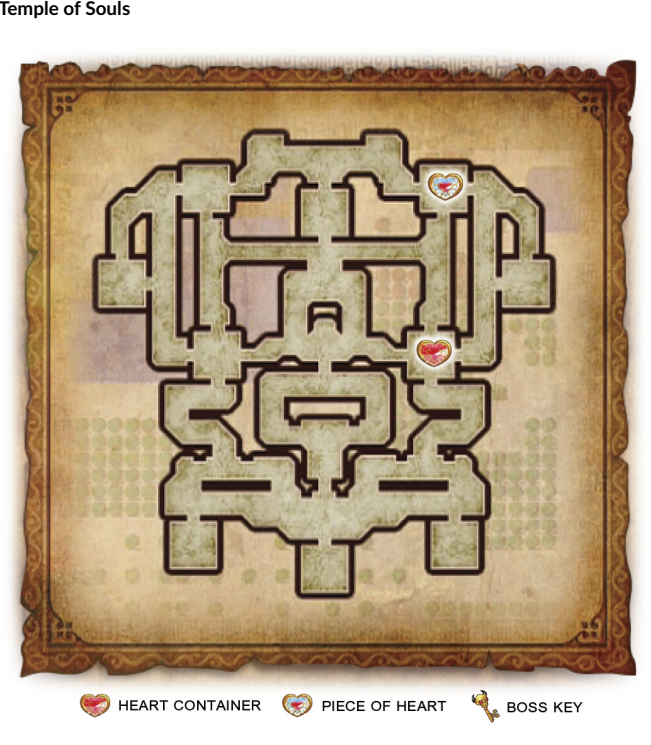
A-RANK
KOs—1,200
TIME—15 minutes or less.
HEALTH—Less than 4,000 damage.

Temple of Souls



Victory Conditions
Defeat Ganondorf.
Defeat Conditions
If Midna flees or the Allied Base falls.

Defeat all enemy Captains to lure the Commander

You need to defeat the three Captains that are marked on your minimap to progress the mission.

Provide support for the Hylian Captain

Shortly after the Scenario begins, an allied Hylian Captain will appear on the battlefield, behind enemy lines. When his health gets low, he'll attempt to retreat to the Allied Base and will request your aid in accomplishing that goal. If you fail to bring him back to the Allied Base, he'll return as a vengeful spirit, dead set on bringing you to the underworld with him. Make sure to race to his aid the second you see the mission pop up; the Hylian Captain will have very low health at this point and can be defeated by enemy forces in a very short time.

Defeat Gibdo immediately

A Gibdo with boosted morale will enter the field shortly after you defeat all three marked Captains. It'll go directly for the Allied Base, stopping to make trouble in any Keep you own along the way. After a short while, it'll disappear from the field, then reappear in the Allied Base. Don't let it attack the Allied Base—or not for long, at least.

Defeat the enemy Commander

You can find Ganondorf in the Enemy Base Keep.

B-10

Fight through the women's weapons quiz!

Unlockables
Ice Arrow
Agitha—Heart Container (A-Rank)
Search Item
None

Quizzes are Scenarios where you have to answer three questions about a specific Zelda title or element in Hyrule Warriors. The questions will always be answered by defeating the enemy that matches the description. For example: a question could say, "Defeat the enemy that holds a shield." Two enemies will appear: a Big Poe and a Shield Moblin. Just defeat the enemy holding the shield and you'll have successfully answered the question. It's that easy. Just be careful not to defeat the wrong enemy while fighting the right one and you'll have no issues with these challenges.

A-RANK
TIME—15 minutes or less.
HEALTH—4,000 or less damage.

Defeat the book wielder

The correct answer is Lana.

Defeat the blue-haired sorceress

The correct answer is Lana.

Defeat the one with magic hair

The correct answer is Midna.

B-11

Note
In order to reach B-11, you must use the Hookshot on the strange tile in the Search Screen.

Defeat all Giant Bosses within 10 minutes!

Unlockables
Hookshot
Ghirahim—Heart Container (A-Rank)
Search Item
None

Defeat all Giant Bosses! Scenarios require you to do just that: defeat all giant bosses on the map within the time limit. These Scenarios almost always consist of two or three of the same boss attacking different corners of a confined map at once. Pick your strongest Warrior and challenge the Giant Bosses one at a time and you'll be fine. Just try to divide up your time evenly for each of the bosses. If you notice that it is taking more than half of your time for any monster, quit the Scenario, level your character up and try again. If that still doesn't cut it, unlock some of the stronger Weapons in Adventure Mode and come back at a later time.

A-RANK
TIME—Less than 7 minutes.
HEALTH—4,000 or less damage.

Manhandla

To defeat Manhandla, you need to wait until its stalks turns green and then hit them with the Boomerang. Once you've hit all four, Manhandla will uproot and its Weak Point Mark will be revealed. Hit it with a handful of Weak Point Smashes and you'll make short work of the monstrous man-eater.

Two Argoroks

Stay to the side or behind Argorok to avoid most of its attacks. Use your Hookshot on it every time its tail glows blue to pull it out of the air and reveal its Weak Point Mark. Perform some Weak Point Smashes to bring Argorok down for good.

B-12

Defeat all Giant Bosses within 10 minutes!

Unlockables
Harp
Sheik—Piece of Heart (A-Rank)
Search Item
None

Defeat all Giant Bosses! Scenarios require you to do just that: defeat all giant bosses on the map within the time limit. These Scenarios almost always consist of two or three of the same boss attacking different corners of a confined map at once. Pick your strongest Warrior and challenge the Giant Bosses one at a time and you'll be fine. Just try to divide up your time evenly for each of the bosses. If you notice that it is taking more than half of your time for any monster, quit the Scenario, level your character up and try again. If that still doesn't cut it, unlock some of the stronger Weapons in Adventure Mode and come back at a later time.

A-RANK
TIME—Less than 7 minutes.
HEALTH—4,000 or less damage.

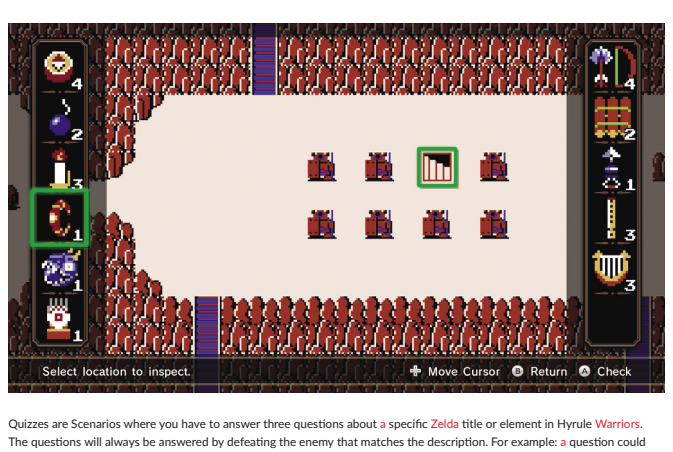
Two Gohmas

Gohmas are probably the easiest of the Giant Boss monsters in Hyrule Warriors. Wait until they fire their laser, dodge it, and then shoot them in the eye with the Bow to make their Weak Point Mark appear. Perform a Weak Point Smash. Rinse. Repeat.

B-13

Fight through the *Ocarina of Time* quiz!

Unlockables
Compass
Search Item
Power Bracelet: Darunia—Heart Container (A-Rank)



Quizzes are Scenarios where you have to answer three questions about a specific Zelda title or element in Hyrule Warriors. The questions will always be answered by defeating the enemy that matches the description. For example: a question could say, "Defeat the enemy that holds a shield." Two enemies will appear: a Big Poe and a Shield Moblin. Just defeat the enemy holding the shield and you'll have successfully answered the question. It's that easy. Just be careful not to defeat the wrong enemy while fighting the right one and you'll have no issues with these challenges.

A-RANK
TIME—15 minutes or less.
HEALTH—4,000 or less damage.

Defeat the passionate brother

The correct answer is Darunia.

Defeat the musician

The correct answer is Sheik.

Defeat the aquatic one

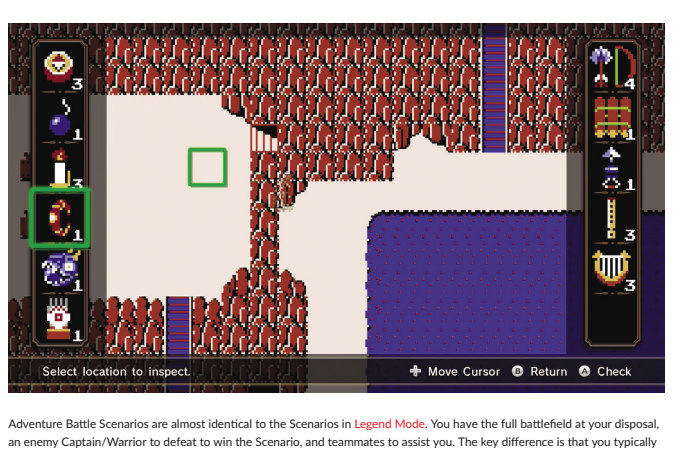
The correct answer is Ruto.

B-14

Capture the enemy Keeps!

Limited Warrior: Ganondorf (Recommended Level: 40)

Unlockables
Ganondorf—Piece of Heart (in the Rocky Square Keep)
Search Item
Power Bracelet: Ganondorf—Heart Container (A-Rank)



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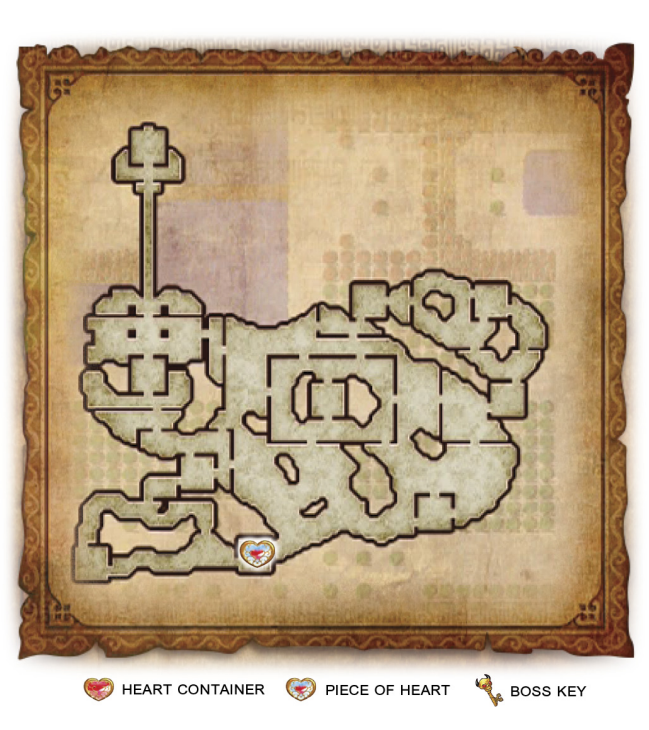
A-RANK
KOs—1,200
TIME—15 minutes or less.
HEALTH—10,000 damage or less.

Twilight Field



Victory Conditions
Defeat Zant.
Defeat Conditions
If Darunia flees or the Allied Base falls.

Capture all Keeps and weaken the enemy

In order to complete this mission, you must first capture the South Field, West Field, Rocky Square, and Central Keeps.

Defeat the Fortifier Captains

Shortly after the Scenario begins, Fortifier Captains will enter the battlefield. Take them out immediately or else they'll fortify any Keeps they come across, which makes it a royal pain to capture them.

Defeat the Scout Captain before Scout Troops can be called

A Scout Captain will enter the field while you're working on your mission. If the Scout Captain is left to his own devices, he'll call in Scout Troops to aid in the fight. To stop this from happening, race to the Scout Captain and defeat it swiftly. Just make sure that you do it only after the Bombchus have been dealt with.

Defeat the enemy Commander

You can find Zant in the Enemy Base Keep.

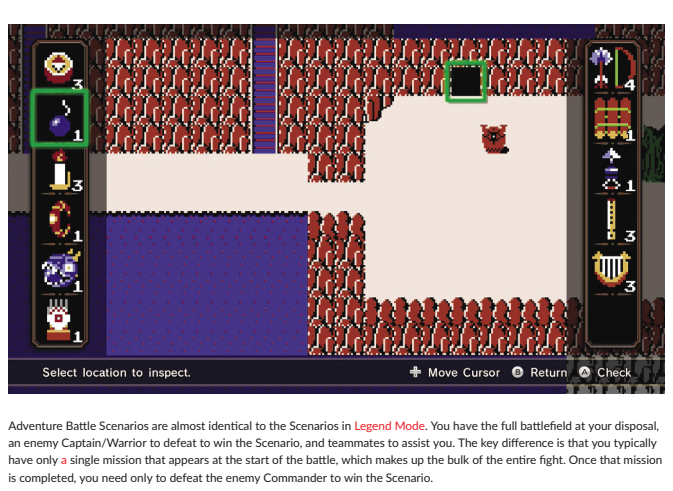
B-15

Missing Enemies
You must use Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

Capture the enemy Keeps!

Limited Warrior: Sheik (Recommended Level: 40)

Unlockables
Sheik—Heart Container (in the Abandoned Fort Keep)
Sheik—Piece of Heart (in the Castle Keep)
Search Item
Bombs: Sheik's Triforce Harp (A-Rank)



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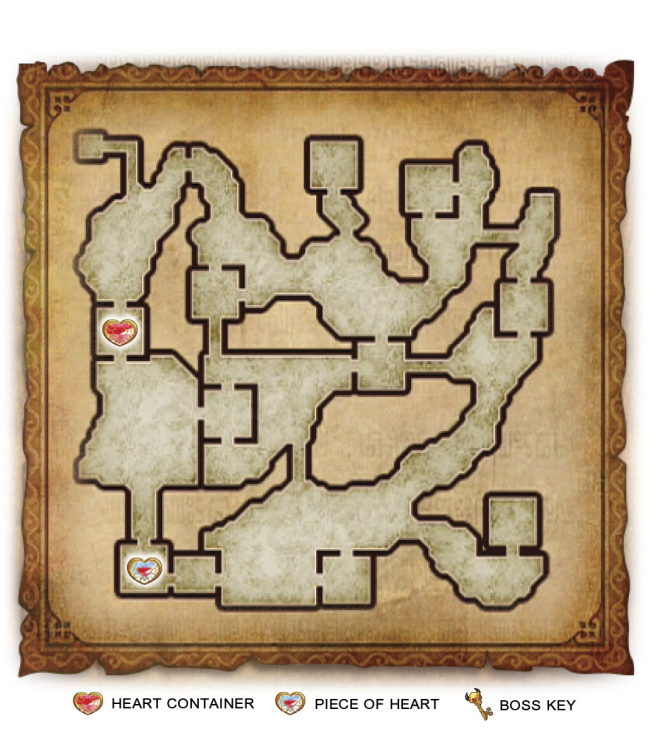
A-RANK
KOs—1,200
TIME—15 minutes or less.
HEALTH—10,000 damage or less.

Ganon's Tower



Victory Conditions
Defeat Ganondorf.
Defeat Conditions
If Zelda or Link flees.

Save the Stranded Allied Forces!

One of your allies is stuck on the northwest corner of the battlefield. You need to get over there and defeat the marked enemy Captains to free your ally.

Capture one of the Keeps and break through!

To reach your ally, you'll first need to capture either the Central or East Field Keep to gain access to the center of the map.

After you capture one of the marked Keeps, another pair of marked Keeps will appear. You need to capture either the West Field Keep or Abandoned Fort Keep to reach your ally. Once you defeat the marked enemies that are attacking your ally, the mission will be finished.

Watch for the Item Thief's approach

An enemy Captain known as Item Thief will enter the battlefield and make its way directly to you. If it reaches you and manages to land an attack you, it'll steal one of your Sub-Weapons and disappear. It'll eventually reappear on the map, which will give you the chance to get back what was stolen from you. Defeat the Item Thief to reacquire your stolen goods.

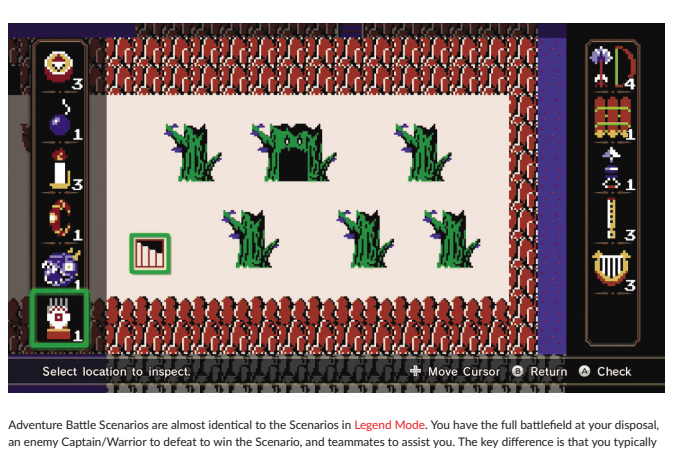
Defeat the enemy Commander

You can find Ganondorf in the Enemy Base Keep.

B-16

Play as a Warrior of water

Unlockables
Zelda—Piece of Heart (in the W. Mountain Keep)
1,000 KO Gold Skulltula
Second Gold Skulltula
Search Item
Digging Claws: Ghirahim—Heart Container (A-Rank)



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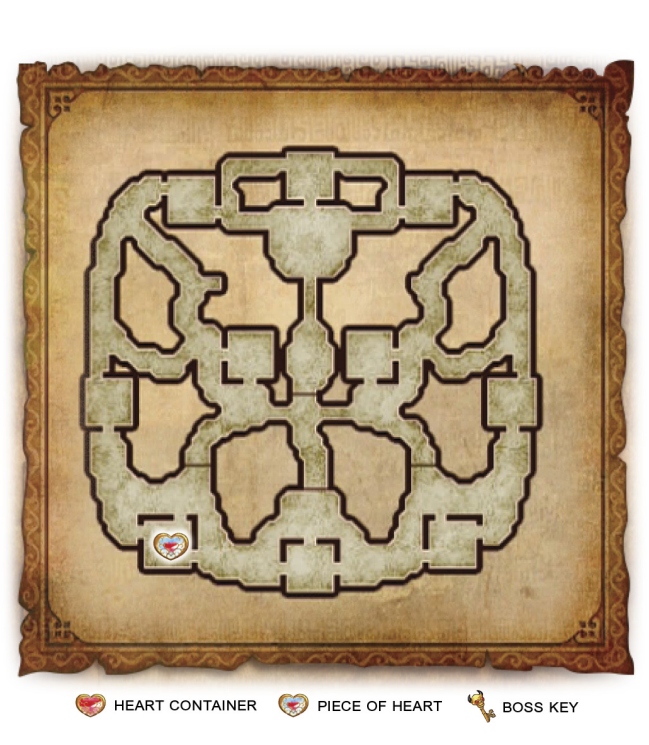
A-RANK
KOs—1,200
TIME—15 minutes or less.
HEALTH—10,000 damage or less.

Death Mountain



Victory Conditions
Defeat Darunia.
Defeat Conditions
If Ganondorf or Ghirahim flees.

Save the Stranded Allied Forces!

One of your allies is stuck on the north side of the battlefield. You need to get over there and defeat the marked enemy Captains to free your ally.

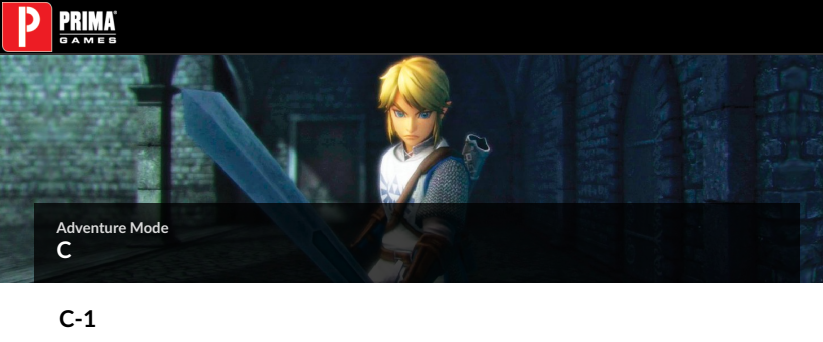
Capture one of the Keeps and break through!

To reach your ally, you'll first need to capture either the East or West Keep to gain access to the center of the map.

After capturing one of the marked Keeps, another pair of marked Keeps will appear. You need to capture either the West or East Goron Keep to reach your ally. Once you defeat the marked enemies that are attacking your ally, the mission will be finished.

Defeat the enemy Commander

You can find Darunia in the Enemy Base Keep.



Adventure Mode

C

C-1

Defeat the Dinolfos Forces!

Limited Warrior: Impa and her Giant Blade (Recommended Level: 40)

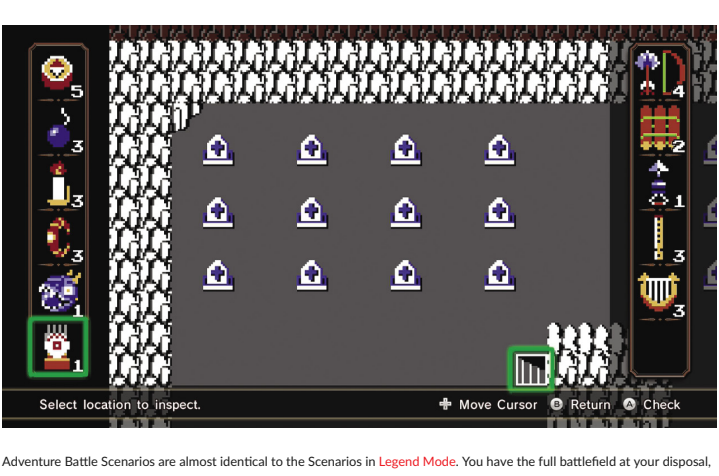
Unlockables

Impa—Heart Container (in the Southeast Tree Keep)

Impa—Piece of Heart (in the West Square Keep)

Search Item

Digging Mitts: Impa's Biggoron's Sword (A-Rank)



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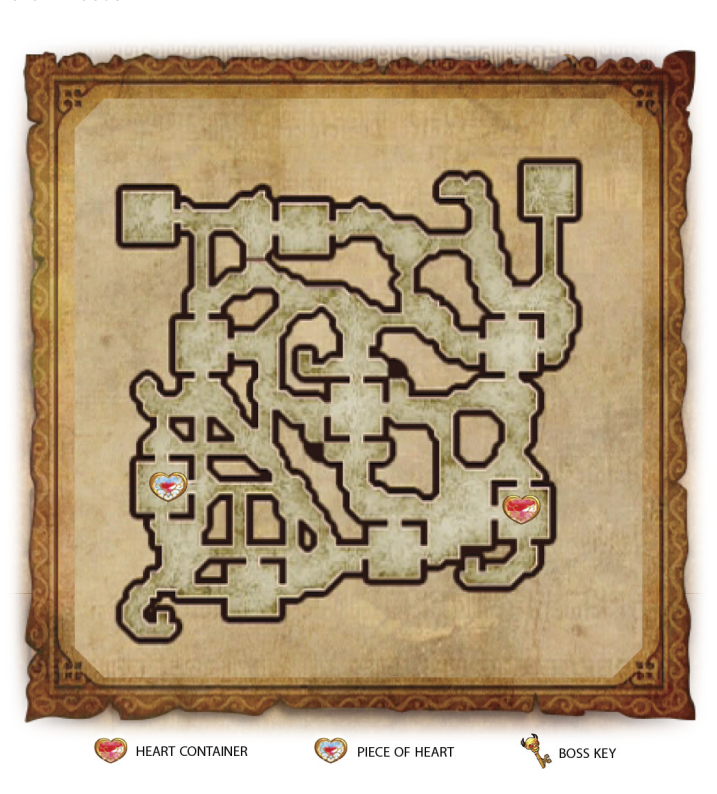
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Faron Woods



Victory Conditions

Defeat Agitha.

Defeat Conditions

If Zant or Midna flees.

Save the Stranded Allied Forces!

One of your allies is stuck on the west side of the battlefield. You need to get over there and defeat the marked enemy Captains to free your ally.

An allied Cucco appears shortly after the start of the Scenario. Keep it safe and it'll continuously call more Cucco fighters to fight for your army as you defeat more enemies.

Capture one of the Keeps and break through!

To reach your ally, you first need to capture either the Eastern Tree or North Square Keep to gain access to the center of the map.

After capturing one of the marked Keeps, another pair of marked Keeps will appear. You need to capture either the Southern or Western Tree Keep to reach your ally. Once you defeat the marked enemies that are attacking your ally, the mission will be finished.

Defeat the Manhandla Stalks

After you capture your second marked Keep, Manhandla Stalks will appear on the map and begin pelting the battlefield with seeds. Don't delay: Look for their location on the Battlefield Info screen and take them out immediately.

Defeat the enemy Commander

You can find Agitha in the Enemy Base Keep.

C-2

Defeat the warriors of Twilight!

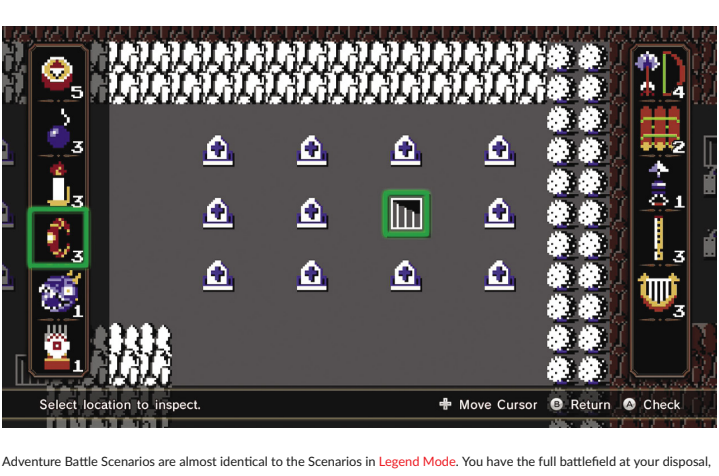
Limited Warrior: Link (Recommended Level: 40)

Unlockables

Link—Piece of Heart (in the East Temple Keep)

Search Item

Power Bracelet: Link's Magical Sword (A-Rank)



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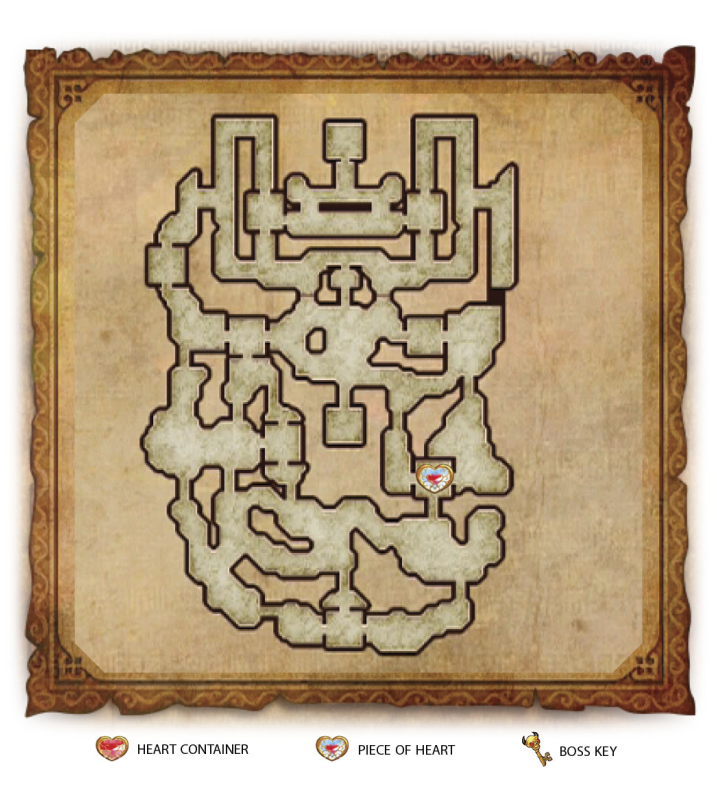
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Valley of Seers



Victory Conditions

Defeat Midna.

Defeat Conditions

If Sheik or Midna flees.

Capture all Keeps and weaken the enemy

In order to complete this mission, you must first capture the West Temple, East Temple, and West Ruins Keeps.

Defeat the Fortifier Captains

Shortly after the Scenario begins, Fortifier Captains will enter the battlefield. Take them out immediately or else they fortify any Keeps they come across, which makes it a royal pain to capture them.

Defeat the Summoner immediately

As soon as you finish capturing the three enemy Keeps, a Summoner enters the battlefield. It has the ability to summon Bulblins directly to your location. If you're not struggling to defeat the Bulblins, don't worry about rushing over to take out the Summoner. You can keep exploring the map to find all the secrets before wrapping up this Scenario.

C-3

Dungeon 6: Defeat the shadow beast!

Unlockables

Agitha—Heart Container (in the Rocky Square Keep)

Agitha—Piece of Heart (in the Outskirts Keep)

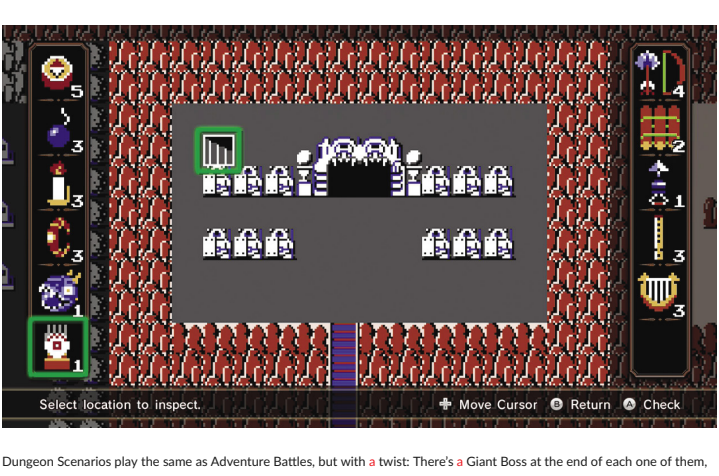
1,000 KO Gold Skulltula

Second Gold Skulltula

Boss Key (in the West Field Keep)

Search Item

Digging Mitts: Zant (Victory Reward)



Dungeon Scenarios play the same as Adventure Battles, but with a twist: There's a Giant Boss at the end of each one of them, and you must grab the Boss Key hidden in one of the enemy Keeps to open the Enemy Base's gates. Other than that, you can expect the same kind of battle you'd get from an Adventure Battle.

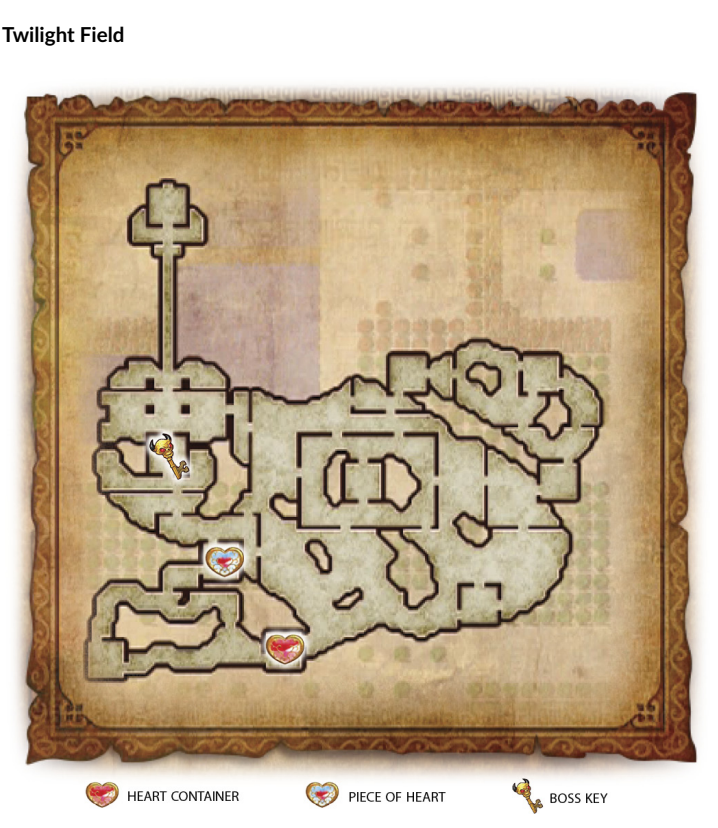
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Twilight Field



Victory Conditions

Defeat Midna.

Defeat Conditions

If Impa flees or the Allied Base falls.

Defeat all enemy Captains to lure the Commander

You need to defeat the three Captains that are marked on your minimap to progress the mission.

Stop the Dinolfos' assault!

Shortly after the Scenario begins, a Dinolfos raiding party will head straight for the Allied Base. Intercept and defeat them to prevent them from damaging the Allied Base.

Defeat the enemy Commander

You can find Midna in the Enemy Base Keep. You'll need to grab the Boss Key from the West Field Keep before the Enemy Base will open for you. After you grab the Boss Key, approach the Enemy Base Keep's gates and they'll open automatically for you.

Defeat King Dodongo to win

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

Defeat the Rally Captain

After King Dodongo enters the field, a Rally Captain arrives. Rally Captains boost the morale of enemy troops, so taking them out swiftly should be high on your priority list.

C-4

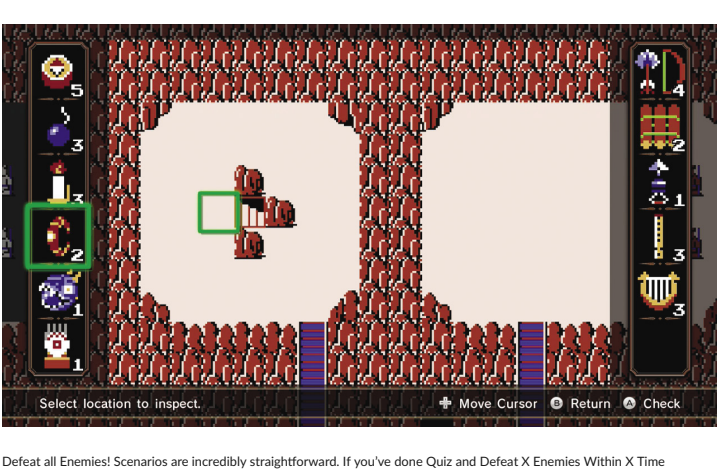
Defeat all enemies!

Unlockables

Digging Mitts

Search Item

Power Bracelet: Darunia—Piece of Heart (A-Rank)



Defeat all Enemies! Scenarios are incredibly straightforward. If you've done Quiz and Defeat X Enemies Within X Time Scenarios, you're pretty much prepared for what these will throw at you. Your job is to fight two or more Captains/Warriors/Bosses at the same time, defeat them, and then move on to another Keep to fight a new set of Captains/Warriors/Bosses. Avoid taking too much damage and defeat the enemies swiftly and you'll walk out of these battles with an A-Rank.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

Mission Briefing

The biggest obstacles in this Scenario are the Deku Babas that appear in each of the three Keeps you'll visit. The best way to deal with these enemies is to stand just outside the door of the Keep, equip your Bow, and fire at them. As soon as you enter the Keep, the doors will slam shut and enemies will appear, making it far more difficult to take out the Deku Babas. If you can target the Deku Babas before entering the Keep, however, it'll make each fight much easier.

A Stalmaster and a Darknut

Both of these enemies can be defeated in the same way: Hit them once or twice to get them to raise their shield, then roll behind them. This will dizzy them, causing their Weak Point Mark to appear. You know what to do from here.

Two Dark Agithas

Agitha is extraordinarily easy to bait. Just hold up your guard while standing in front of her and she'll perform an attack that will reveal her Weak Point Mark. Just be sure to immediately roll to the side or behind her if she creates a large circular symbol on the ground; it means she's summoning a giant stag beetle, and that thing is difficult to get around in time to hit her Mark.

Agitha, Midna, and an Icy Big Poe

Defeat Midna and Agitha the same way you defeated the Dark Agithas. You can ignore the Icy Big Poe until you finish with the two Warriors. The Icy Big Poe doesn't pose much of a threat and is easily manipulated. Just hit it a few times and it'll teleport away. When it reappears—so long as you don't attack it—it'll most likely perform an attack that will reveal its Weak Point Mark. Hit it with a couple Weak Point Smashes to wrap up this Scenario.

C-5

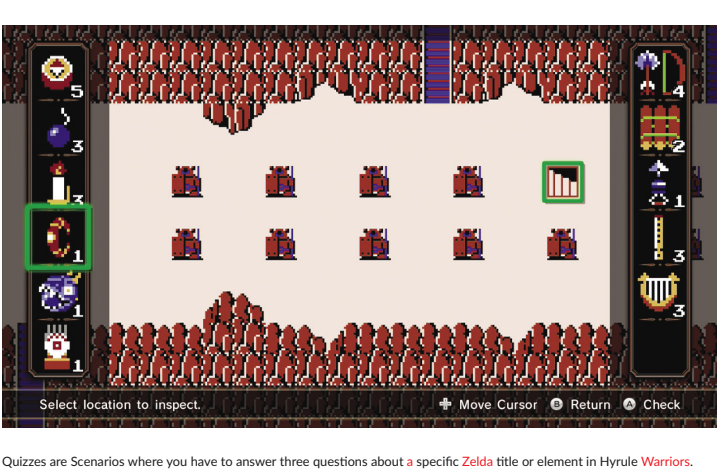
Fight through the action quiz!

Unlockables

Compass

Search Item

Power Bracelet: Zant—Piece of Heart (A-Rank)



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A-RANK

TIME—15 minutes or less.

HEALTH—4,000 or less damage.

Defeat the winged one

The correct answer is Aeralfos.

Defeat the belly flopper

The correct answer is Moblin.

Defeat the tail whipper

The correct answer is Lizalfos.

C-6

Fight as a warrior of darkness!

Unlockables

Midna—Heart Container (in the South Field Keep)

Midna—Piece of Heart (in the Outskirts Keep)

Search Item

None

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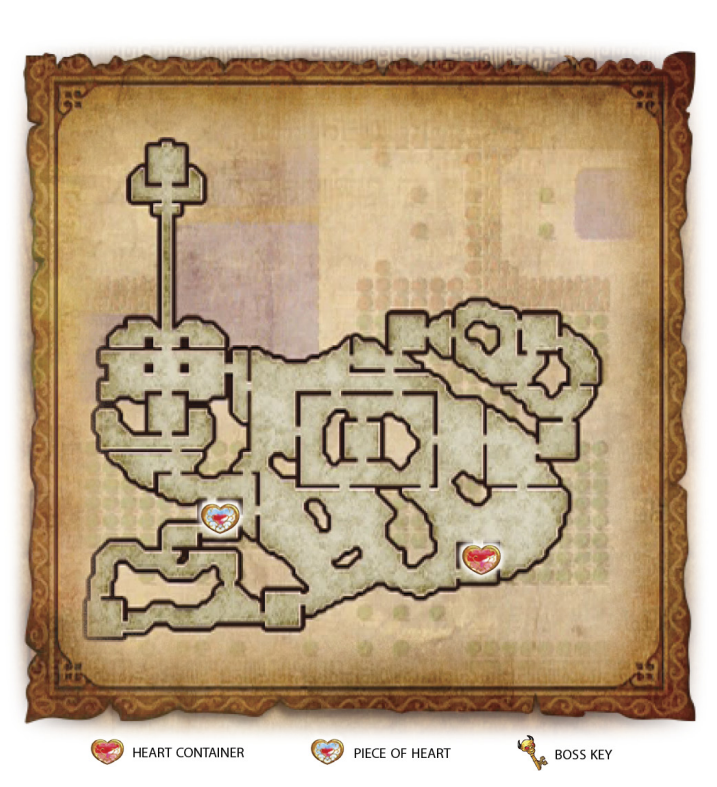
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Twilight Field



Victory Conditions

Defeat Sheik.

Defeat Conditions

If Midna or Agitha flees.

Save the Stranded Allied Forces!

One of your allies is stuck on the northeast side of the battlefield. You need to get over there and defeat the marked enemy Captains to free your ally.

Defeat the Gold Cucco

An enemy Cucco will appear on the battlefield almost immediately after the Scenario starts and will begin eating everything it goes. As it eats it grows more and more powerful. Make a point to defeat the Gold Cucco immediately to keep it from growing stronger and causing you unnecessary problems.

Capture one of the Keeps and break through!

In order to reach your ally, you'll first need to capture either the Outskirts or Rocky Square Keep to gain access to the center of the map.

After you capture one of the marked Keeps, another pair of marked Keeps will appear. You need to capture either the North or East Field Keep to reach your ally. Once you defeat the marked enemies that are attacking your ally, the mission will be complete.

Defeat the enemy Commander

You can find Sheik in the Enemy Base Keep.

C-7

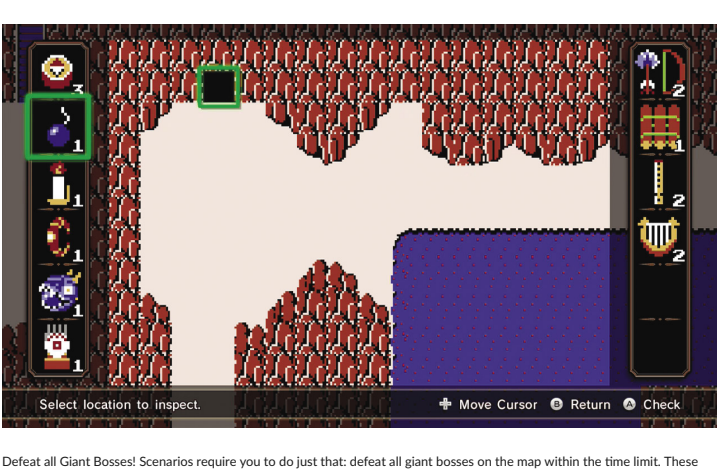
Defeat all Giant Bosses within 10 minutes!

Unlockables

Bombs

Search Item

Bombs: Zant—Piece of Heart (A-Rank)



Defeat all Giant Bosses! Scenarios require you to do just that: defeat all giant bosses on the map within the time limit. These Scenarios almost always consist of two or three of the same boss attacking different corners of a confined map at once. Pick your strongest Warrior and challenge the Giant Bosses one at a time and you'll be fine. Just try to divide up your time evenly for each of the bosses. If you notice that fighting any monster is taking more than half of your time, quit the Scenario, level up your character, and try again. If that still doesn't cut it, unlock some of the stronger Weapons in Adventure Mode and come back at a later time.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

Two King Dodongos

If you've ever played a *Legend of Zelda* title before, you know exactly what to do with these fellows. Wait for their mouths to open, then start shoveling Bombs into it.

C-8

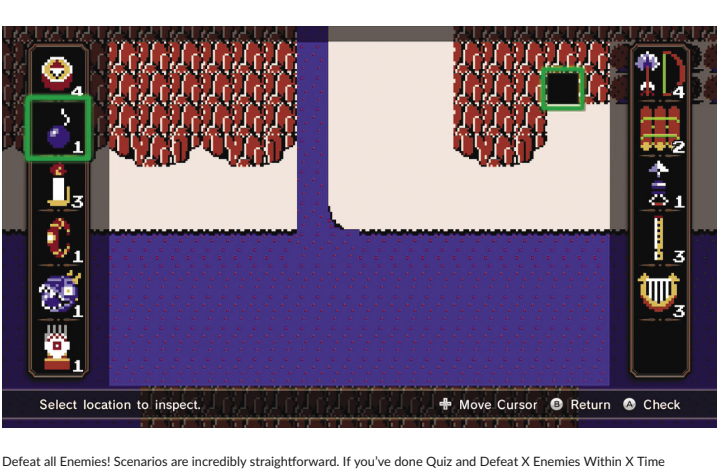
Defeat all enemies!

Unlockables

Compass

Search Item

Bombs: Agitha—Piece of Heart (A-Rank)



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A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

Mission Briefing

The biggest obstacles in this Scenario are the Deku Babas that appear in each of the three Keeps you'll visit. The best way to deal with these enemies is to stand just outside the door of the Keep, equip your Bow and fire at them. As soon as you enter the Keep, the doors will slam shut and enemies will appear, making it far more difficult to take out the Deku Babas. If you can target the Deku Babas before entering the Keep, however, it'll make each fight much easier.

A Moblin and a Icy Big Poe

Moblins are simple: Hit them until they try to belly flop on you and then hit them with a Weak Point Smash. Just make sure to clear out the Deku Babas in the room as soon as you enter it and you'll have no trouble with this area. Icy Big Poes aren't much harder. Hit them a few times and they'll teleport. When they reappear, don't attack! They'll usually charge up an attack, which will reveal their Weak Point Mark. If they don't start charging their lanterns shortly after teleporting, go back on the offensive.

A Stalmaster and Dark Agitha

Agitha loves to block attacks. Her Weak Point Mark is also a bit of a challenge to hit depending on the move she uses. Stand in front of her and block to bait her into using a Strong Attack and she'll eventually reveal her Weak Point Mark. If you see a large sigil appear on the ground, try to get behind her immediately. She'll summon her beetle with that circle, and hitting her while her Weak Point Mark is exposed is near impossible if you're not behind her.

Hit the Stalmaster once and spin around him to dizzy him and reveal his Weak Point Mark. Repeat this a few times and you'll KO it swiftly.

Agitha, Dark Agitha, and a Stalmaster

Deal with these enemies in any order; they're all rather slow and pretty easily to manipulate. You've got this!

C-9

Capture the enemy keeps!

Limited Warrior: Midna (Recommended Level: 30)

Unlockables

Midna—Heart Container (in the Southeast Square Keep)

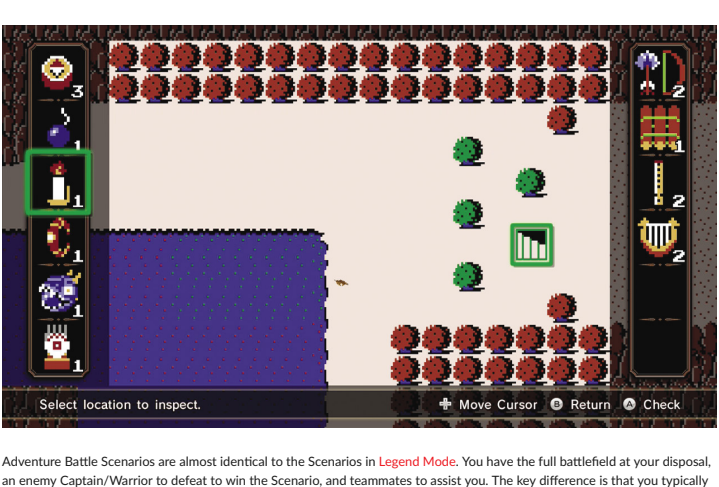
Midna—Piece of Heart (in the Central Square Keep)

1,000 KO Gold Skulltula

Second Gold Skulltula

Search Item

Candle: Midna's Twilight Shackle (A-Rank)



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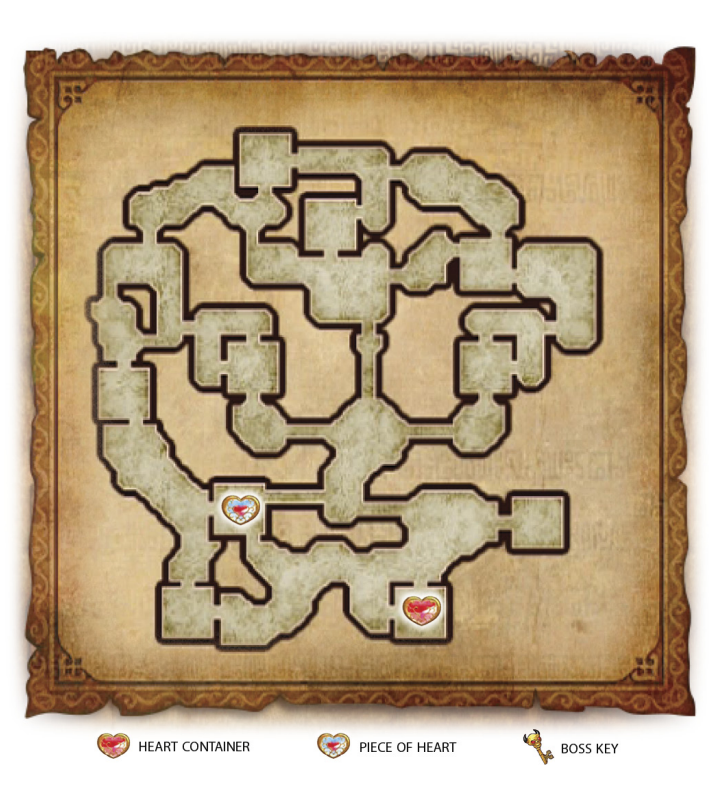
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Palace of Twilight



Victory Conditions

Defeat Lana.

Defeat Conditions

If the Hylian Captain flees or the Allied Base falls.

Capture all Keeps and weaken the enemy

In order to complete this mission, you must first capture the North Palace, West Square, and Southeast Square Keeps.

Defeat the Fortifier Captains

Shortly after the Scenario begins, Fortifier Captains will enter the battlefield. Take them out immediately or else they fortify any Keeps they come across, which makes it a royal pain to capture them.

Defeat the Rally Captain

After you capture your second Keep, a Rally Captain will enter the field. Rally Captains boost the morale of enemy troops, so taking them out swiftly should be high on your priority list.

Defeat the enemy Commander

You can find Lana in the Enemy Base Keep.

C-10

Defeat all Giant Bosses within 10 minutes!

Limited Warrior: Darunia (Recommended Level: 40)

Unlockables

Water Bombs

Darunia—Heart Container (A-Rank)

Search Item

None

Defeat all Giant Bosses! Scenarios require you to do just that: defeat all giant bosses on the map within the time limit. These Scenarios almost always consist of two or three of the same boss attacking different corners of a confined map at once. Pick your strongest Warrior and challenge the Giant Bosses one at a time and you'll be fine. Just try to divide up your time evenly for each of the bosses. If you notice that fighting any monster is taking more than half of your time for any monster, quit the Scenario, level up your character, and try again. If that still doesn't cut it, unlock some of the stronger Weapons in Adventure Mode and come back at a later time.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

Two Manhandlas

To defeat Manhandlas, you need to wait until their stalks turn green and then hit them with the Boomerang. Once you've hit all four, Manhandla will uproot and its Weak Point Mark will be revealed. Hit it with a handful of Weak Point Smashes and you'll make short work of the monstrous man-eater.

C-11

Fight through the tricky quiz!

Unlockables

Bombs

Ruto—Piece of Heart (A-Rank)

Search Item

None

Quizzes are Scenarios where you have to answer three questions about a specific Zelda title or element in Hyrule Warriors. The questions will always be answered by defeating the enemy that matches the description. For example: a question could say, "Defeat the enemy that holds a shield." Two enemies will appear: a Big Poe and a Shield Moblin. Just defeat the enemy holding the shield and you'll have successfully answered the question. It's that easy. Just be careful not to defeat the wrong enemy while fighting the right one and you'll have no issues with these challenges.

A-RANK

TIME—15 minutes or less.

HEALTH—4,000 or less damage.

Defeat the enemy that can disappear

The correct answer is Big Poe.

Defeat the enemy that immobilizes you

The correct answer is ReDead Knight.

Defeat the enemy in a disguise

The correct answer is Sheik.

C-12

Defeat 500 enemies within 10 minutes!

Unlockables

Compass

Darunia—Heart Container (A-Rank)

Search Item

None

This is one of the more straightforward Scenario types in Adventure Mode. Defeat the listed number of enemies in the given amount of time to win. Don't linger on individual enemies and do your best to ignore enemy Warriors, Captains, and Bosses; they are only there to distract you from your goal. Enemy Warriors and Captains will boost the morale of the enemy troops currently in the battlefield, but unless you're struggling to survive, you can feel free to carry on defeating enemies as usual.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

C-13

Defeat the Commanders of two armies!

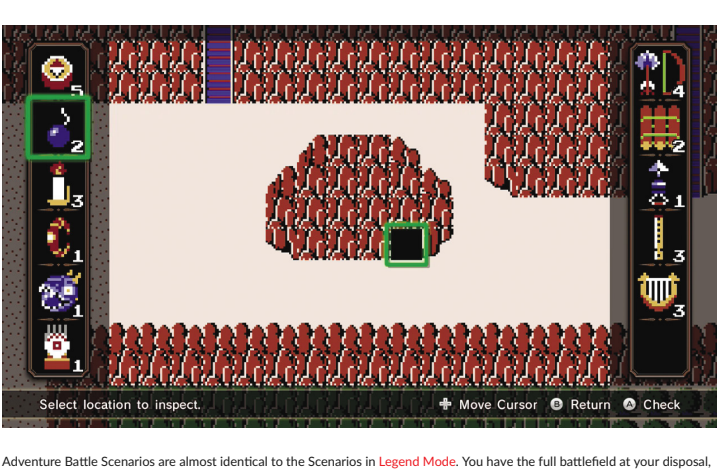
Limited Warrior: Darunia (Recommended Level: 20)

Unlockables

Darunia—Piece of Heart (North Settlement Keep)

Search Item

Bombs: Darunia's Igneous Hammer (A-Rank)



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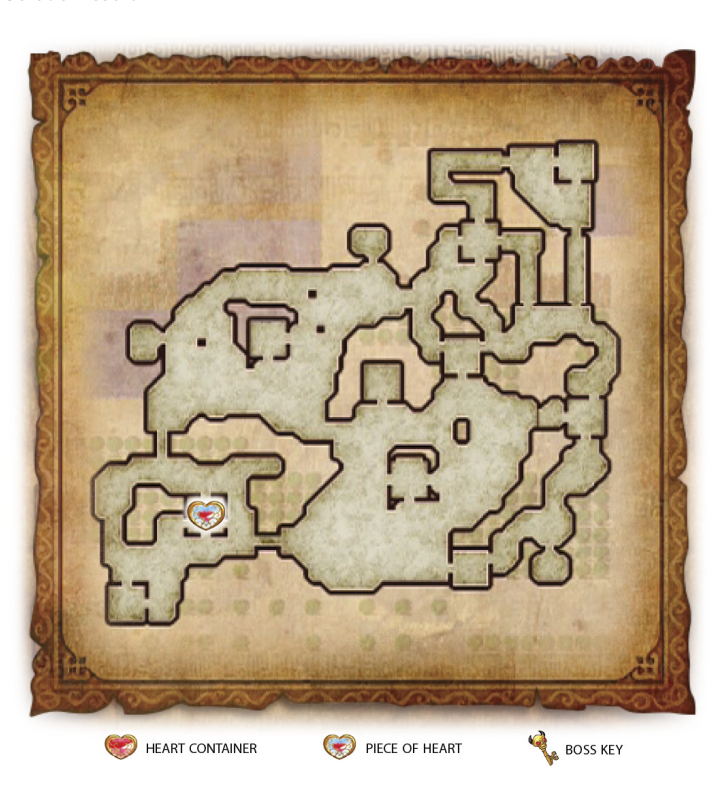
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Gerudo Desert



Victory Conditions

Defeat Icy Big Poe and Gibdo.

Defeat Conditions

If Impa flees or the Allied Base falls.

Defeat a valued enemy Captain

A Captain from both enemy armies will appear on the map. Find the nearest one and defeat it to gain access to that Captain's Commander. After defeating that force's Captain, take out their Commander

Defeat the Manhandla Stalks

Immediately after the Scenario starts, Manhandla Stalks will appear on the map and begin pelting the battlefield with seeds. Don't delay: Look for their location on the Battlefield Info screen and take them out immediately. Don't leave these things to their own devices: Destroy them immediately or they will cause you a massive headache throughout the fight.

Defeat the enemy Commander

Once you've dealt with one of the forces, head to the remaining Commander in either the Rogue Base or the Enemy Base. To open the gates to the remaining base, you must first defeat the valued Captain that was marked at the start of the battle. This can be a bit tricky to find it since it's no longer marked, but you'll eventually find the right one if you begin taking out each of the remaining enemy Captains.

C-14

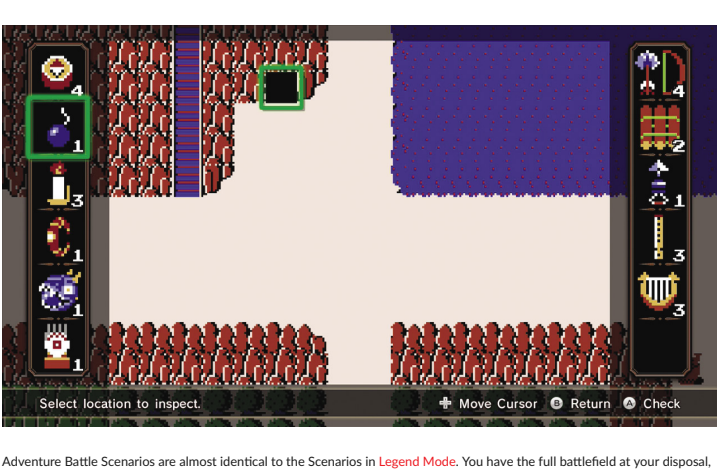
Defeat the warriors of time!

Unlockables

Midna—Piece of Heart (in the W. Mountain Keep)

Search Item

Bombs: Midna—Heart Container (A-Rank)



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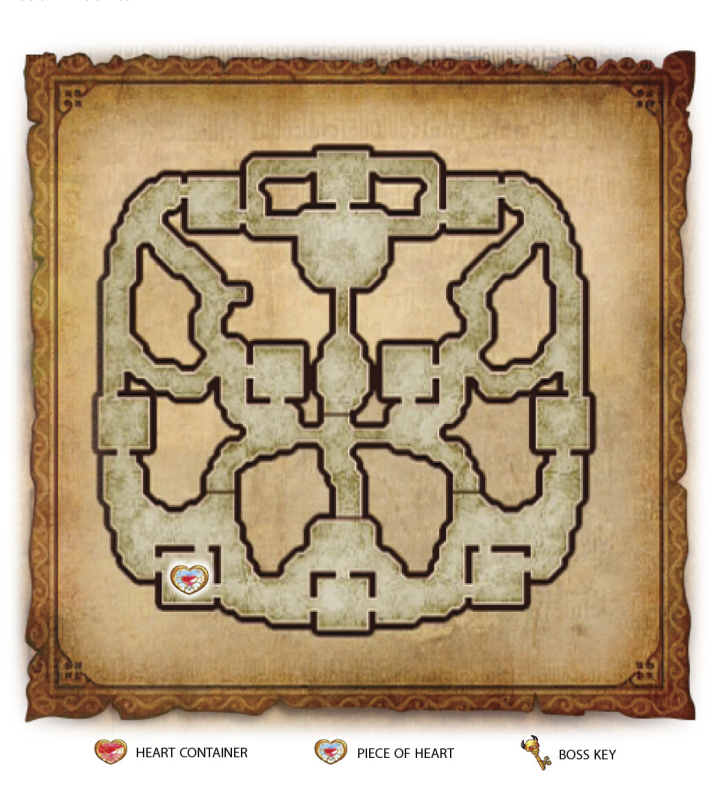
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Death Mountain



Victory Conditions

Defeat Darunia.

Defeat Conditions

If Lana flees or the Allied Base falls.

Capture all Keeps to weaken the enemy

You need to capture the East, West, and E. Mountain Keeps to complete this mission. The enemy Keeps will continuously create troops with boosted morale, who can capture your Keeps with no problem at all. Don't delay in capturing all of the marked enemy Keeps!

Defeat the two Cuccos

Two Cuccos will enter the battlefield and begin battling it out. If you want to keep them from hurting your troops and damaging your Keeps, you'll have to head to their location and break up the fight by defeating them. If they were left uninterrupted, the winner will take over whatever Keep they were fighting in and begin to create Cucco troops that will move out and attack both your forces and enemy troops. This will repeat until you defeat them or until they capture three Keeps.

Defeat the enemy Commander

You can find Darunia in the Enemy Base Keep.

C-15

Missing Enemies

You must use a Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

Watch out! All attacks are devastating!

Limited Warrior: Zelda (Recommended Level: Any)

Unlockables

Digging Mitts

Zelda—Heart Container (A-Rank)

Search Item

None

Watch Out! Scenarios can get pretty hairy if you don't, well, watch out! Any enemy in these battles—even the basic soldier—can take you down to a quarter heart in a single hit. Basically, you can take two hits before you fail the Scenario. Luckily, these are incredibly straightforward fights, working similarly to the Defeat all enemies! Scenarios. Your goal is to defeat a certain number of Captains. Your best bet is to stick to ranged weapons and use your Bow and Arrow frequently. Carve your way into groups of enemies, instead of running through them, and don't linger. You've got this!

A-RANK

TIME—15 minutes or less.

HEALTH—4,000 or less damage.

Defeat 30 enemy Captains!

The enemy Captains in need of slaying in this Scenario are Stalmasters. They are sluggish, melee-focused monsters that will pose very little threat to you. They can throw their swords, but the swords fly rather slowly and the Stalmasters telegraph the attack. Their sword hand glows bright blue just before they throw it.

C-16

Survive the attack of these powered-up enemies!

Limited Warrior: Lana (Recommended Level: 40)

Unlockables

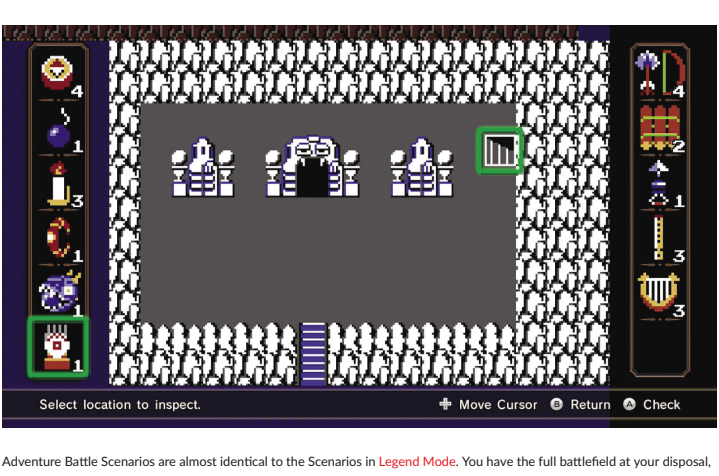
Lana—Heart Container (in the N. Entrance Keep)

1,000 KO Gold Skulltula

Second Gold Skulltula

Search Item

Bombs: Lana's Gate of Time (Victory Reward)



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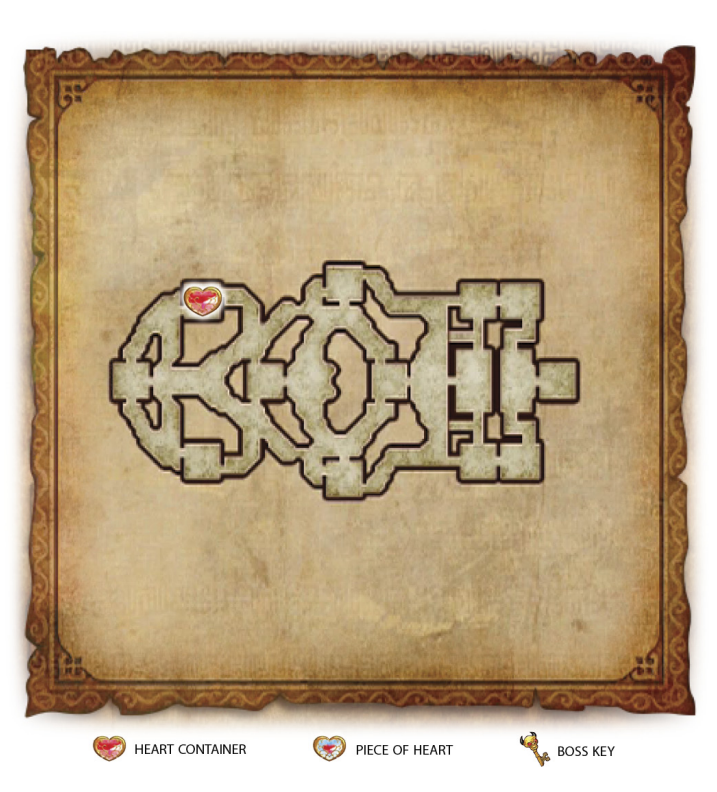
A-RANK

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Temple of the Sacred Sword



Victory Conditions

Defeat Fi.

Defeat Conditions

If Cia flees or the Allied Base falls.

Capture all Keeps to weaken the enemy

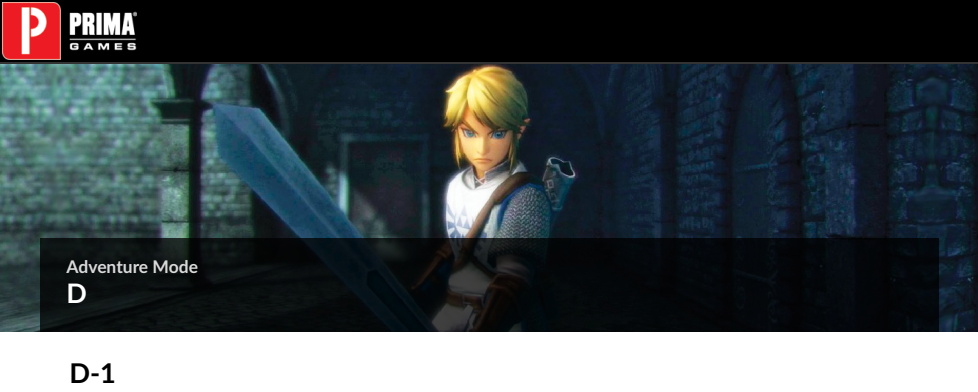
You need to capture the N. Entrance, S. Entrance, North Square, and South Square Keeps to complete this mission. The enemy's Keeps will continuously produce soldiers with boosted morale until you capture the marked Keeps, so don't delay!

Defeat the Rally Captain

Shortly after the Scenario begins, a Rally Captain will enter the field. Rally Captains boost the morale of enemy troops, so taking them out swiftly should be high on your priority list.

Defeat the enemy Commander

You can find Fi in the Enemy Base Keep.



Adventure Mode

D

D-1

Defeat the Shield Moblin Forces!

Limited Warrior: Zant (Recommended Level: 35)

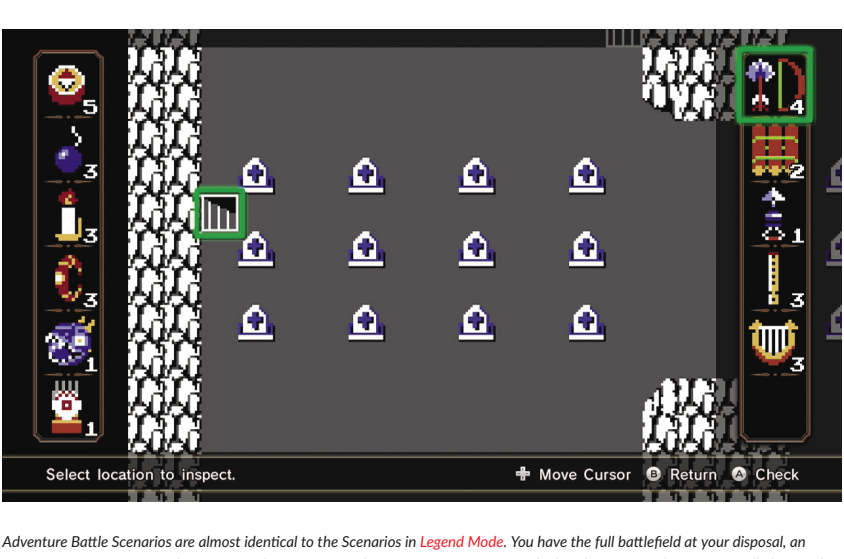
Unlockables

Zant—Heart Container (in the North Palace Keep)

Zant—Piece of Heart (in the Southeast Square Keep)

Search Item

Ice Arrow: Zant's Shadow Scimitars (A-Rank)



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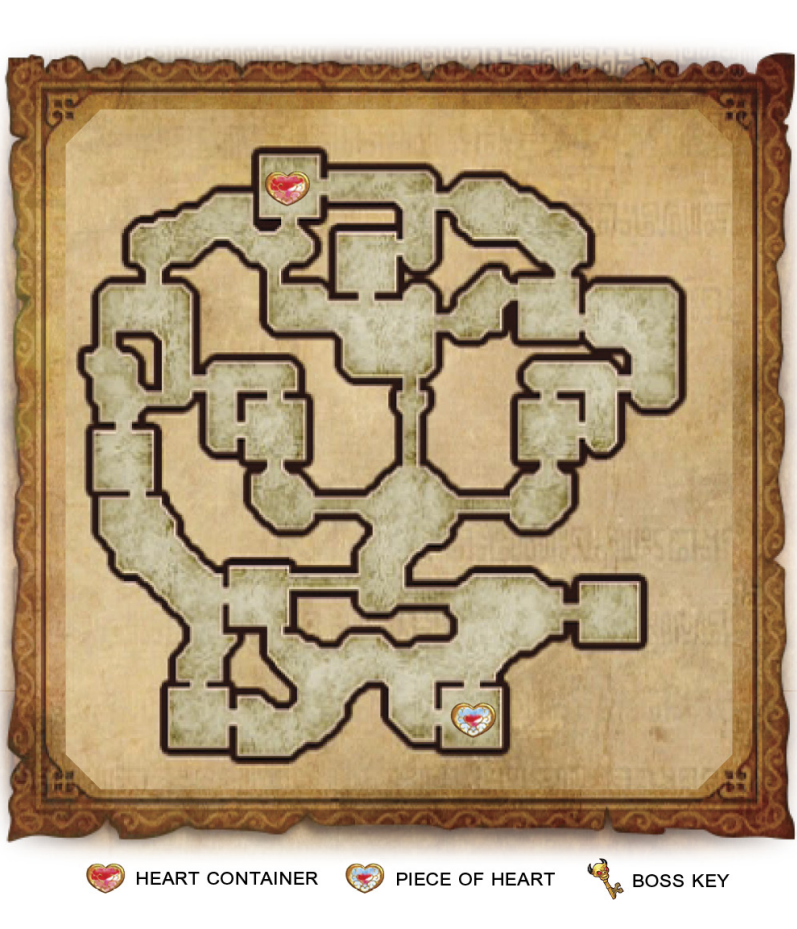
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Palace of Twilight



Victory Conditions

Defeat Link.

Defeat Conditions

If Midna flees or the Allied Base falls.

Defend allied Keeps and defeat enemy forces

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder, and you'll then be tasked with recapturing that Keep.

There are three Bombchus on the map that will begin going after your Keeps one at a time. Take out the southwestern one first, since it's right by your starting location. Afterwards, head for the southeastern Bombchu, then the northeastern one. Be quick about it; if the Bombchus are allowed to detonate inside one of your Keeps, it'll be immediately captured for the enemy forces.

A Cucco will appear on the battlefield and begin following you around after you've destroyed all the Bombchus. Avoid attacking this one to the best of your abilities. It's not friendly and it will call in a regiment of Cuccos to fight you. Having to challenge so much perilous poultry will make getting an A-Rank much harder.

Defeat the enemy Commander

You can find Shield Moblin in the Enemy Base Keep.

D-2

Defeat all enemies!

Unlockables

Recorder

Agitha—Piece of Heart (A-Rank)

Search Item

None

Defeat all Enemies! Scenarios are incredibly straightforward. If you've done Quiz and Defeat X Enemies Within X Time Scenarios, you're pretty much prepared for what these will throw at you. Your job is to fight two or more Captains/Warriors/Bosses at the same time, defeat them, and then move on to another Keep to fight a new set of Captains/Warriors/Bosses. Avoid taking too much damage and defeat the enemies swiftly and you'll walk out of these battles with an A-Rank.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

Mission Briefing

The biggest obstacles in this Scenario are likely the Deku Babas that appear in each of the three Keeps you'll visit. The best way to deal with these enemies is to stand just outside the door of the Keep, equip your Bow, and fire at them. As soon as you enter the Keep, the doors will slam shut and enemies will appear, making it far more difficult to take out the Deku Babas. If you can target the Deku Babas before entering the Keep, however, it'll make each fight much easier.

A Big Poe and an Icy Big Poe

These enemies are slow and rather easy to manipulate. Try to stay behind them to avoid their attacks, then attack them. They will teleport after being hit a few times, and if you don't immediately start attacking again, they'll typically charge up an attack that will reveal their Weak Point Mark at the attack's conclusion. Let them charge up, stay behind them, and then when that Mark appears, let them have it!

Two Icy Big Poes

These enemies are just tougher versions of Big Poes. Use the same strategy you used in the previous Keep and you'll have these enemies defeated in no time.

Two Icy Big Poes and a Stalmaster

You already know how to handle the Icy Big Poes, so we'll focus on the Stalmaster. To defeat this bony swordsman, simply hit it once or twice to trick it into blocking, then roll behind it. This will dizzy the Stalmaster and reveal its Weak Point Mark. Perform a Weak Point Smash or two and this bonebag will be dust.

D-3

Defeat 600 enemies within 10 minutes!

Unlockables

Digging Mitts

Zant—Piece of Heart (A-Rank)

Search Item

None

This is one of the more straightforward Scenario types in Adventure Mode. Defeat the listed number of enemies in the given amount of time to win. Don't linger on individual enemies and do your best to ignore enemy Warriors, Captains, and Bosses; they are only there to distract you from your goal. Enemy Warriors and Captains will boost the morale of the enemy troops currently in the battlefield, but unless you're struggling to survive, you can feel free to carry on defeating enemies as usual.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

D-4

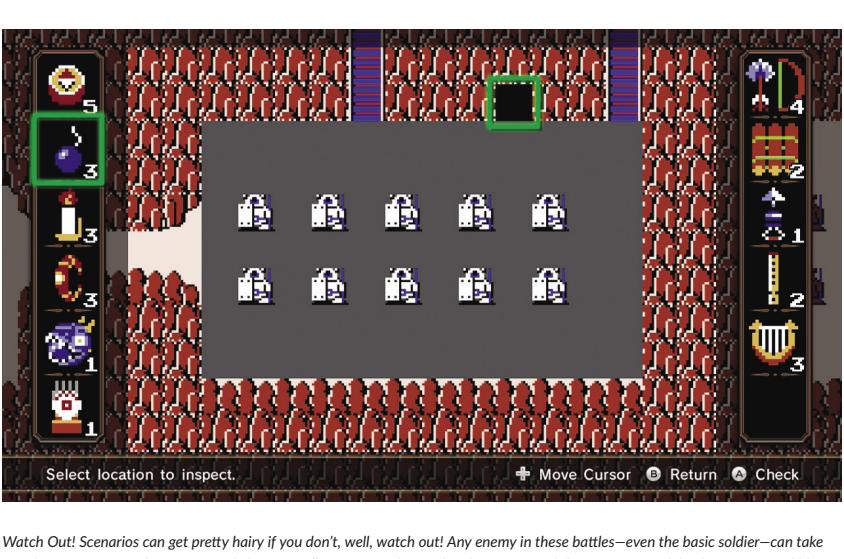
Watch out! All attacks are devastating!

Unlockables

Power Bracelet

Search Item

Bombs: Ruto—Heart Container (A-Rank)



Watch Out! Scenarios can get pretty hairy if you don't, well, watch out! Any enemy in these battles—even the basic soldier—can take you down to a quarter heart in a single hit. Basically, you can take two hits before you fail the Scenario. Luckily, these are incredibly straightforward fights, working similarly to the Defeat all enemies! Scenarios. Your goal is to defeat a certain number of Captains. Your best bet is to stick to ranged weapons and use your Bow and Arrow frequently. Carve your way into groups of enemies, instead of running through them, and don't linger. You've got this!

A-RANK

TIME—15 minutes or less.

HEALTH—4,000 or less damage.

Defeat 20 enemy Captains!

All of the enemy Captains for this Scenario are Big Poes. They have limited range in their attacks and are pretty slow. Using Link and his Master Sword is very helpful for this battle. Using Link's ^^% attack with the Master Sword shoots out three beams that damage and knock foes back, making cleaning out entire groups of enemies effortless.

D-5

Rescue the allied forces!

Limited Warrior: Ghirahim (Recommended Level: 35)

Unlockables

Ghirahim—Heart Container (in the Southeast Keep)

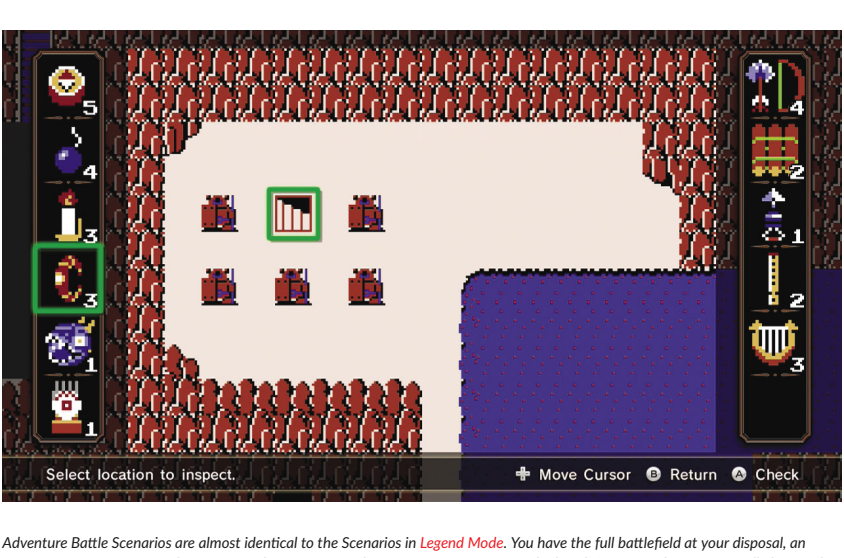
Ghirahim—Piece of Heart (in the Southwest Keep)

1,000 KO Gold Skulltula

Second Gold Skulltula

Search Item

Power Bracelet: Ghirahim's Demon Longsword (A-Rank)



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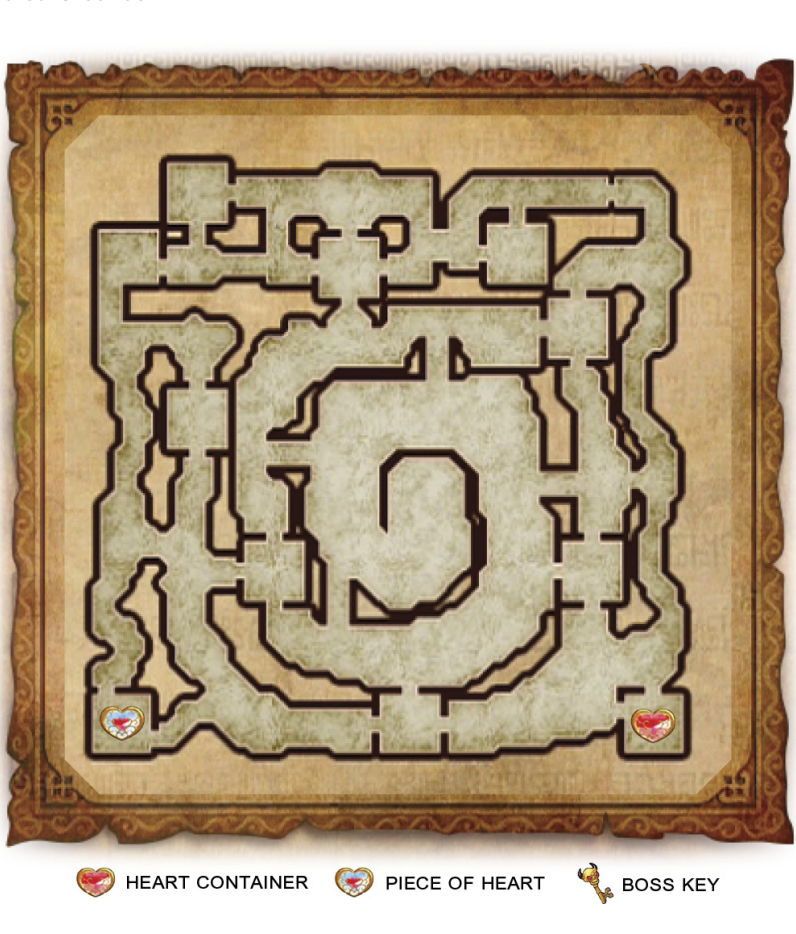
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Sealed Grounds



Victory Conditions

Defeat Ganondorf.

Defeat Conditions

If Fi or Impa flees.

Save the stranded allied forces!

One of your allies is stuck on the west side of the battlefield. You need to get over there and defeat the marked enemy Captains to free your ally.

Capture one of the Keeps and break through!

To reach your ally, you'll first need to capture either the West Cannon or Temple Entrance Keep to gain access to the center of the map.

After you capture one of the marked Keeps, another pair of marked Keeps will appear. You need to capture either the South or East Keep to reach your ally. Once you defeat the marked enemies that are attacking your ally, the mission will be finished.

A Cucco will appear on the battlefield and begin following you around after you've captured the first Keep. Avoid attacking this one to the best of your abilities. It's not friendly and it will call in a regiment of Cuccos to fight you. Having to challenge so much perilous poultry will make getting an A-Rank much harder.

Defeat the enemy Commander

You can find Ganondorf in the Enemy Base Keep.

D-6

Defeat 600 enemies within 10 minutes!

Unlockables

Power Bracelet

Agitha—Piece of Heart (A-Rank)

Search Item

None

This is one of the more straightforward Scenario types in Adventure Mode. Defeat the listed number of enemies in the given amount of time to win. Don't linger on individual enemies and do your best to ignore enemy Warriors, Captains, and Bosses; they are only there to distract you from your goal. Enemy Warriors and Captains will boost the morale of the enemy troops currently in the battlefield, but unless you're struggling to survive, you can feel free to carry on defeating enemies as usual.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

D-7

Fight as a Warrior of darkness!

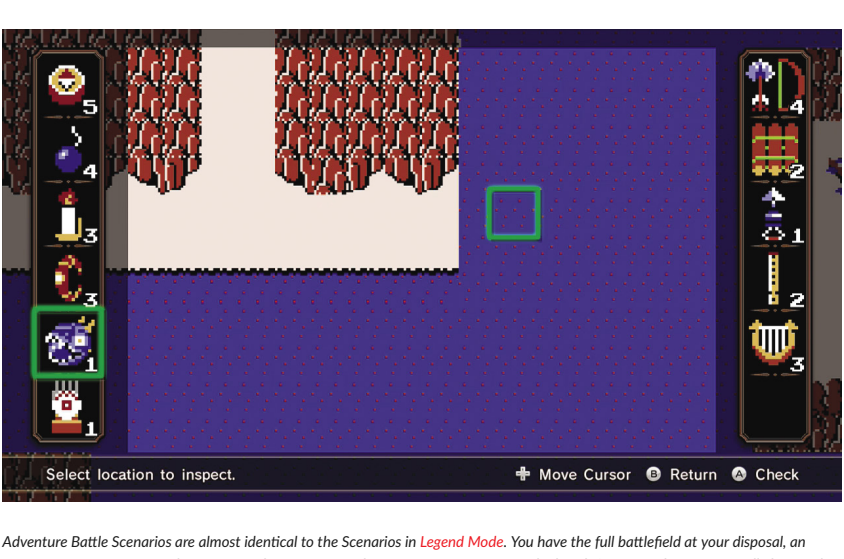
Unlockables

Zant—Heart Container (in the Southeast Square Keep)

Zant—Piece of Heart (in the Central Square Keep)

Search Item

Water Bombs: Agitha (Victory Reward)



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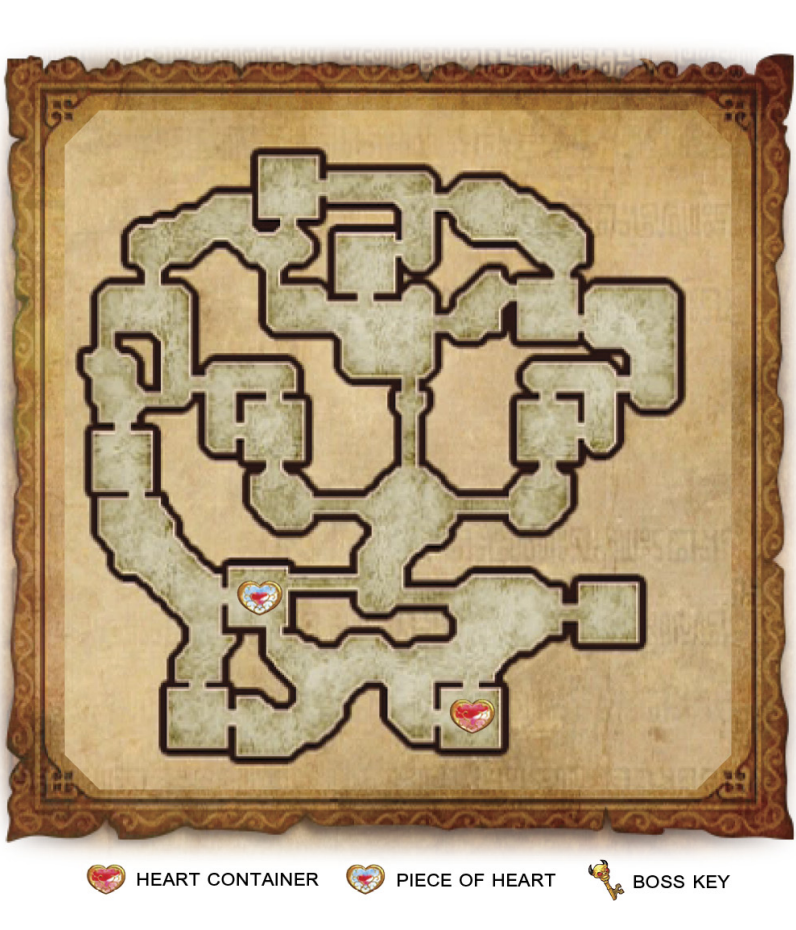
A-RANK

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

KOs—1,200

Palace of Twilight



Victory Conditions

Defeat Zant.

Defeat Conditions

If Midna flees or the Allied Base falls.

Defeat all enemy Captains to lure the Commander

You need to defeat the three Captains that are marked on your minimap to progress the mission.

Provide support for the Hylian Captain

Shortly after the Scenario begins, an allied Hylian Captain will appear on the battlefield, behind enemy lines. When his health gets low, he'll attempt to retreat to the Allied Base and will request your aid in accomplishing that goal. If you fail to bring him back to the Allied Base, he'll return as a vengeful spirit, dead set on bringing you to the underworld with him. Make sure to race to his aid the second you see the mission pop up; the Hylian Captain will have very low health at this point and can be defeated by enemy forces in a very short amount of time.

Defeat the enemy Commander

You can find Zant in the Enemy Base Keep.

D-8

Dungeon 1: Defeat the island beast!

Unlockables

Power Bracelet

Impa—Heart Container (A-Rank)

Zant—Piece of Heart (in the South Square Keep)

1,000 KO Gold Skulltula

Second Gold Skulltula

Boss Key (in the North Square Keep)

Search Item

None

Dungeon Scenarios play the same as Adventure Battles, but with a twist: There's a Giant Boss at the end of each one of them, and you must grab the Boss Key hidden in one of the enemy Keeps to open the Enemy Base's gates. Other than that, you can expect the same kind of battle you'd get from an Adventure Battle.

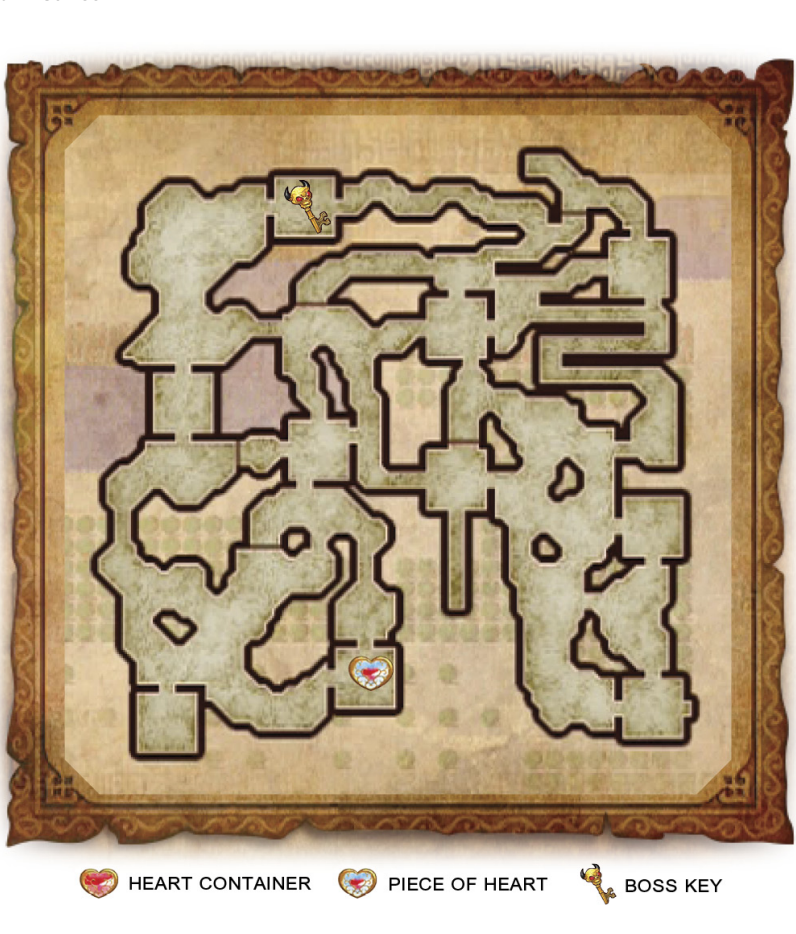
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Eldin Caves



Victory Conditions

Defeat Big Poe.

Defeat Conditions

If Zelda flees or the Allied Base falls.

Defend allied Keeps and defeat enemy forces

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder, and you'll then be tasked with recapturing that Keep.

There are two Bombchus on the map that will begin going after your Keeps one at a time. The northeastern Bombchu will move first, followed by the southwestern one. Take them out in that order and waste no time doing so; if one of them blows up in a Keep, you will instantly lose it.

Defeat the Gold Cucco

An enemy Cucco will appear on the battlefield almost immediately after the Scenario starts and will begin eating everywhere it goes. As it eats it grows more and more powerful. Make a point to defeat the Gold Cucco immediately to keep it from growing stronger and causing you unnecessary problems.

Defeat the enemy Commander

You can find Ruto in the Enemy Base Keep. You'll need to grab the Boss Key from the North Square Keep before the Enemy Base will open for you. After you grab the Boss Key, approach the Enemy Base Keep's gates and they'll open automatically for you.

Defeat King Dodongo to win

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

D-9

Watch out! All attacks are devastating!

Unlockables

Compass

Impa—Piece of Heart (A-Rank)

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A-RANK

TIME—15 minutes or less.

HEALTH—4,000 or less damage.

Defeat 10 enemy Captains!

All of the enemy Captains for this Scenario are Shield Moblins. They have only one ranged attack (when they throw their spear), so defeating them is just a matter of bringing a Bow to a sword fight. Using Link and his Master Sword is very helpful for this battle. Using Link's Y Y X attack with the Master Sword shoots out three beams that damage and knock foes back, making cleaning out entire groups of enemies effortless.

D-10

Defeat all enemies!

Unlockables

Power Bracelet

Ruto—Piece of Heart (A-Rank)

Search Item

None

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A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

A Dinolfos and a Darknut

These two are likely the easiest Captains in the game. Both of them have very easily revealed Weak Point Marks that can almost always be depleted in one try. For Dinolfos, attack it until it knocks you back with a Force Blast. It will very likely either shoot out a line of fire directly in front of itself, or it'll create a wall of fire in a quarter circle, then do a lunge attack; both attacks will reveal its Weak Point Mark.

You can reveal the Darknut's Weak Point Mark by facing it, hitting one time while near it, then quickly dashing behind it. If the Darknut lifted its shield to block your attack, it'll become dizzy when you roll behind it, making its Weak Point Mark appear.

A Dinolfos and Dark Ruto

Ruto is only a threat at long-range. If you're near her, however, she'll struggle to hit you with attacks, almost all of which can be blocked. Just stand near her with your guard up to get her to attack with a Combo Attack and subsequently reveal her Weak Point Mark. Be careful when she does her Combo Attack that creates a dome of water around her; that attack can break your guard, but it's easily avoided by dashing away.

A Dinolfos, an Aeralfos, and Ruto

You already know how to beat Dinolfos and Ruto, so we'll focus on Aeralfos. Like Dinolfos, to reveal Aeralfos' Weak Point Mark, you just need to attack it relentlessly. If you continuously attack it, it'll fly into the air. Stand behind or to the side of it and wait for it to attack. It'll either do a downward stab with its weapon or sweep the area in front of it with its fire breath. Both attacks will reveal its Weak Point Mark once the Aeralfos drops to the ground. Hit it with a Weak Point Smash or two and it'll be done for.

D-11

Watch out! All attacks are devastating!

Unlockables

Compass

Ruto—Heart Container (A-Rank)

Watch Out! Scenarios can get pretty hairy if you don't, well, watch out! Any enemy in these battles—even the basic soldier—can take you down to a quarter heart in a single hit. Basically, you can take two hits before you fail the Scenario. Luckily, these are incredibly straightforward fights, working similarly to the Defeat all enemies! Scenarios. Your goal is to defeat a certain number of Captains. Your best bet is to stick to ranged weapons and use your Bow and Arrow frequently. Carve your way into groups of enemies, instead of running through them, and don't linger. You've got this!

A-RANK

TIME—15 minutes or less.

HEALTH—4,000 or less damage.

Defeat 20 enemy Captains!

The Captains you must defeat in this Scenario are Fiery Aeralfos. Aside from the ability to spit a fireball while on the ground, they don't have any methods of attacking you that really pose a threat. Stick to a ranged weapon or the Bow Sub-Weapon and pick them off one at a time and you'll be fine.

D-12

Defeat all enemies!

Unlockables

Candle

Sheik—Piece of Heart (A-Rank)

Search Item

None

Defeat all Enemies! Scenarios are incredibly straightforward. If you've done Quiz and Defeat X Enemies Within X Time Scenarios, you're pretty much prepared for what these will throw at you. Your job is to fight two or more Captains/Warriors/Bosses at the same time, defeat them, and then move on to another Keep to fight a new set of Captains/Warriors/Bosses. Avoid taking too much damage and defeat the enemies swiftly and you'll walk out of these battles with an A-Rank.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

Two ReDead Knights

These enemies are pretty easy to defeat. Use ranged attacks if you have them, or move in for close-range attacks. When they begin to suck light blue air into their mouths, roll away. They'll spit their stun breath in a circle around them, which will freeze you if you're caught in it. As soon as the breath subsides, their Weak Point Mark will appear. Deplete it to do a Weak Point Smash.

Wizzro and a Big Poe

You can attack either enemy first, but just know that Wizzro is great at blanketing an area with his projectile attacks, so make sure to keep your eyes on him as much as possible. If you manage to fill up your Special Attack bars, use them on Wizzro. It's hard to get him to reveal his Weak Point Mark, but he is quite susceptible to Special Attacks.

Volga, a ReDead Knight, and a Fiery Aeralfos

Volga is the fastest of these enemies, so you can challenge him first so long as you draw him away from his allies. Hit him repeatedly until he does his lunge attack. His Weak Point Mark will appear as soon as he completes the attack, so be ready to deplete it. Hit him with a few Weak Point Smashes and he'll be finished in no time.

D-13

Dungeon 2: Defeat the cliff beast!

Unlockables

Raft

Ruto—Heart Container (A-Rank)

Ruto—Piece of Heart (in the East Temple Keep)

1,000 KO Gold Skulltula

Second Gold Skulltula

Boss Key (in the Fairy Fountain Keep)

Search Item

None

Dungeon Scenarios play the same as Adventure Battles, but with a twist: There's a Giant Boss at the end of each one of them, and you must grab the Boss Key hidden in one of the enemy Keeps to open the Enemy Base's gates. Other than that, you can expect the same kind of battle you'd get from an Adventure Battle.

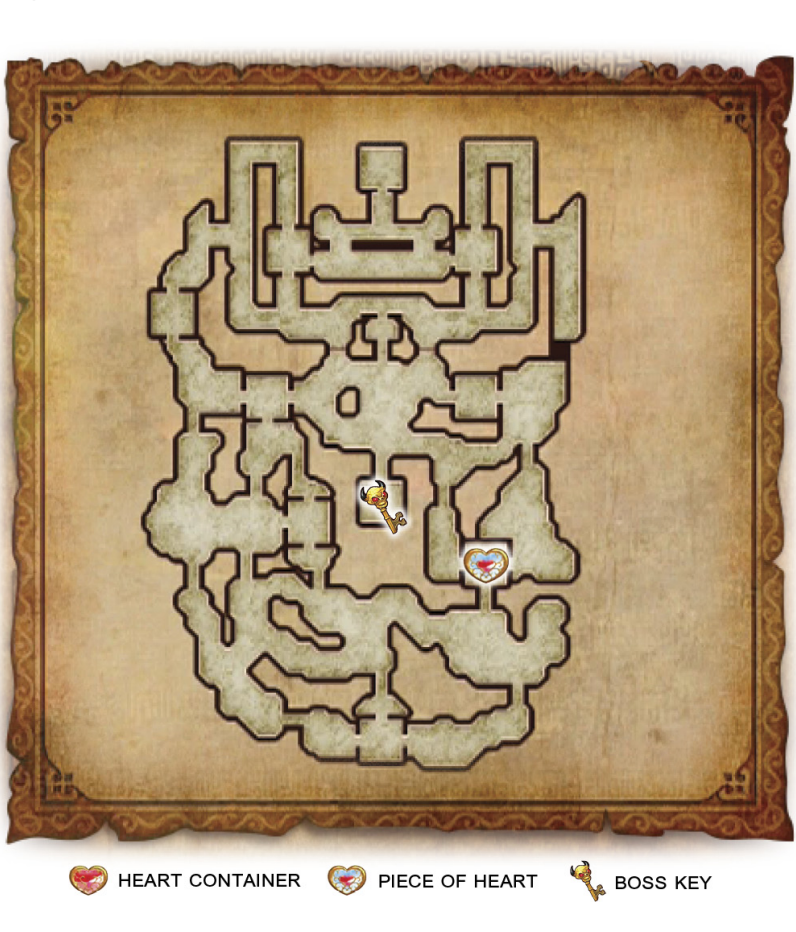
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Valley of Seers



Victory Conditions

Defeat Ruto.

Defeat Conditions

If Darunia flees or the Allied Base falls.

Defeat all enemy Captains to lure the Commander

You need to defeat the three Captains that are marked on your minimap to progress the mission.

Defeat the enemy Commander

You can find Ruto in the Enemy Base Keep. You'll need to grab the Boss Key from the Fairy Fountain Keep before the Enemy Base will open for you. After you grab the Boss Key, approach the Enemy Base Keep's gates and they'll open automatically for you.

Defeat Gohma to win

Gohmas are probably the easiest of the Giant Boss monsters in *Hyrule Warriors*. Wait until they fire their laser, dodge it and then shoot them in the eye with the Bow to make their Weak Point Mark appear. Perform a Weak Point Smash. Rinse. Repeat.

D-14

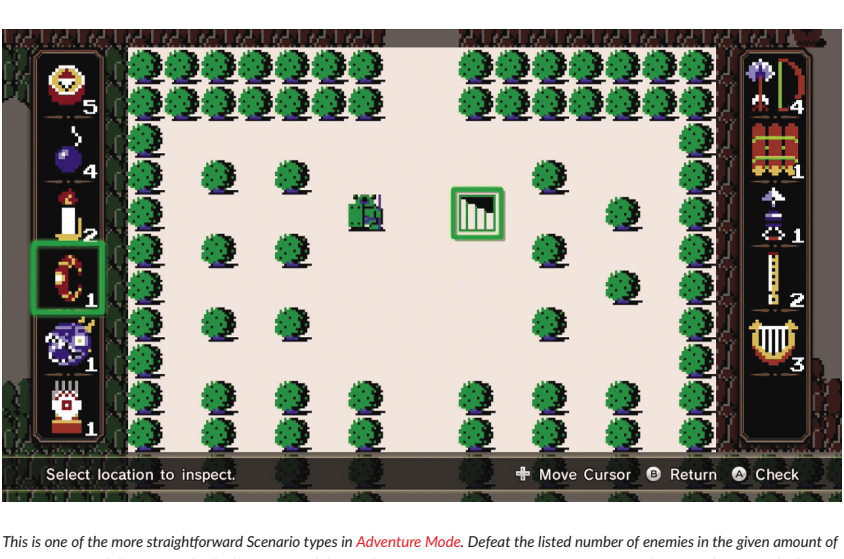
Defeat 500 enemies within 10 minutes!

Unlockables

Bombs

Search Item

Power Bracelet: Ruto—Heart Container (A-Rank)



This is one of the more straightforward Scenario types in Adventure Mode. Defeat the listed number of enemies in the given amount of time to win. Don't linger on individual enemies and do your best to ignore enemy Warriors, Captains, and Bosses; they are only there to distract you from your goal. Enemy Warriors and Captains will boost the morale of the enemy troops currently in the battlefield, but unless you're struggling to survive, you can feel free to carry on defeating enemies as usual.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

D-15

Watch out for thieves!

Limited Warrior: Impa and her Naginata (Recommended Level: 35)

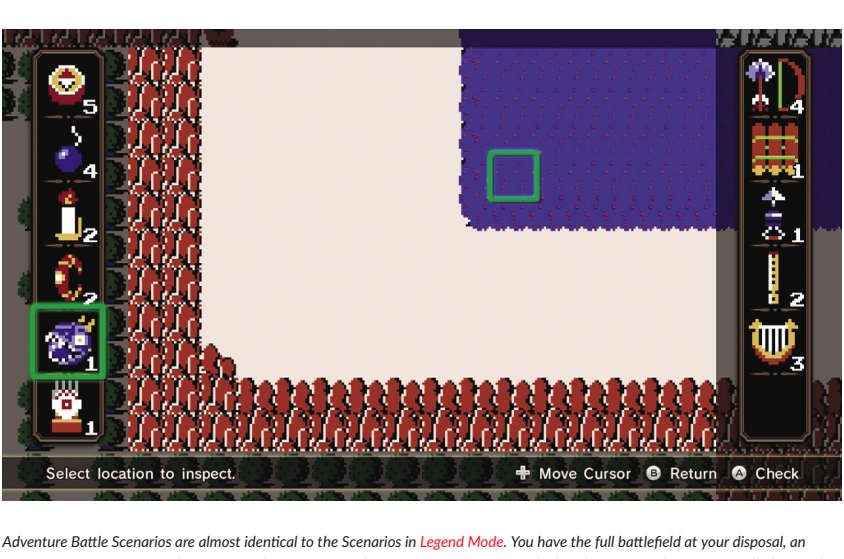
Unlockables

Impa—Heart Container (in the S. Entrance Keep)

Impa—Piece of Heart (In the N. Entrance Keep)

Search Item

Water Bombs: Impa's Sheikah Naginata (A-Rank)



Adventure Battle Scenarios are almost identical to the Scenarios in Legend Mode. You have the full battlefield at your disposal, an enemy Captain/Warrior to defeat to win the Scenario, and teammates to assist you. The key difference is that you typically have only a single mission that appears at the start of the battle, which makes up the bulk of the entire fight. Once that mission is completed, you need only to defeat the enemy Commander to win the Scenario.

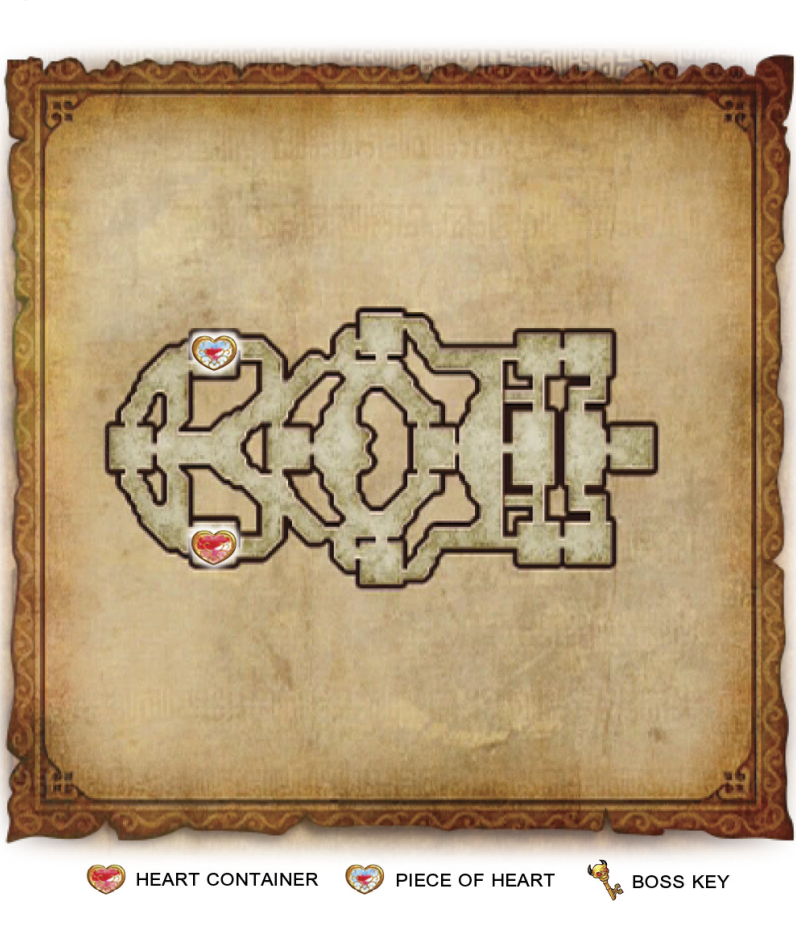
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Temple of the Sacred Sword



Victory Conditions

Defeat Zant.

Defeat Conditions

If Zelda or Ruto flees.

Save the stranded allied forces!

One of your allies is stuck on the west side of the battlefield. You need to get over there and defeat the marked enemy Captains to free your ally.

Capture one of the Keeps and break through!

In order to reach your ally, you'll first need to capture either the N. Temple or S. Temple Keep to gain access to the west side of the map.

After you capture one of the marked Keeps, another pair of marked Keeps will appear. You need to capture either the North or South Square Keep to reach your ally. Once you reach your ally, the mission will be complete.

Watch for the Item Thief's approach

An enemy Captain known as Item Thief will enter the battlefield and make its way directly to you. If it reaches you and manages to land an attack you, it'll steal one of your Sub-Weapons and disappear. It'll eventually reappear on the map, which will give you the chance to get back what was stolen from you. Defeat the Item Thief to reacquire your stolen goods.

Defeat the Item Transporter and take the treasure.

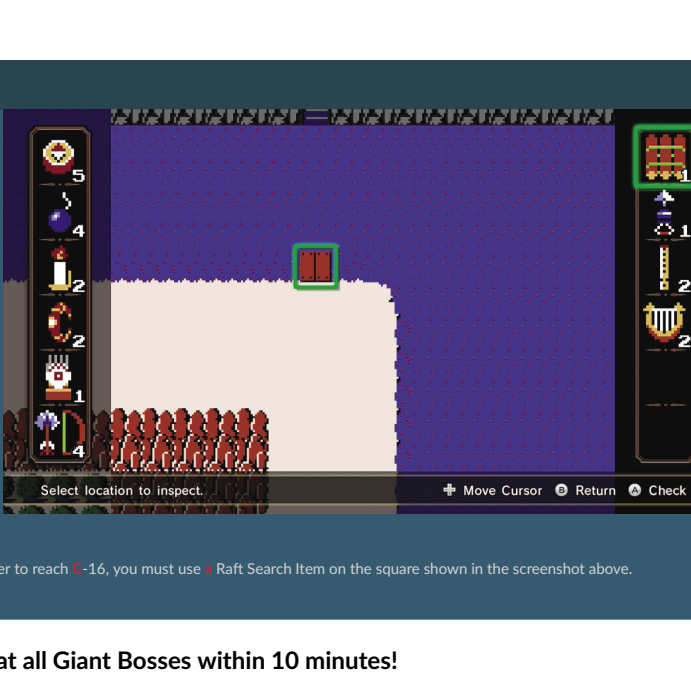
An Item Transporter enemy Captain will appear on the battlefield. These enemies drop Weapons and Materials when defeated. Use the Battlefield Info screen to locate them on the battlefield.

Defeat the enemy Commander

You can find Zant in the Enemy Base Keep.

D-16

Note



In order to reach D-16, you must use a Raft Search Item on the square shown in the screenshot above.

Defeat all Giant Bosses within 10 minutes!

Unlockables

Harp

Sheik—Piece of Heart (A-Rank)

Defeat all Giant Bosses! Scenarios require you to do just that: defeat all giant bosses on the map within the time limit. These Scenarios almost always consist of two or three of the same boss attacking different corners of a confined map at once. Pick your strongest Warrior and challenge the Giant Bosses one at a time and you'll be fine. Just try to divide up your time evenly for each of the bosses. If you notice that fighting any monster is taking more than half of your time for any monster, quit the Scenario, level up your character, and try again. If that still doesn't cut it, unlock some of the stronger Weapons in Adventure Mode and come back at a later time.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

Mission Briefing

In this fight you'll have to fight Gohma, Argorok and The Imprisoned. Defeating three Giant Bosses in under ten minutes is pretty intense, so you're going to have to fight smart. Make sure to defeat the Magic Jar Transport Captain when it appears. You can activate Focus Spirit and immediately end it with a Focus Spirit Attack by pressing #. This attack will reveal the Weak Point Mark of almost any Captain, Warrior, or Giant Boss if used on them, so make sure to use it on one of the Giant Bosses with a full Weak Point Mark in this Scenario. Just be sure not to use it on The Imprisoned; it doesn't work on it at all.

It also doesn't hurt to grab the Triforce Pieces from the Triforce Piece Transport Captain. If your Special Attack does a decent amount of damage to a giant boss, then use it rapidly whenever waiting for the opportunity to go after a Giant Boss's Weak Point Mark. Just make sure not to use your Special Attack when the Giant Boss's Weak Point Mark is out; it won't deplete the Mark very quickly and you'll lose an opportunity to perform a Weak Point Smash.

Gohma

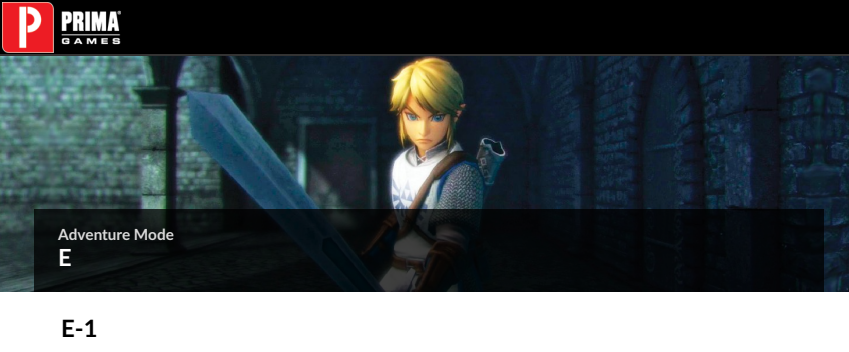
Gohmas are probably the easiest of the Giant Boss monsters in *Hyrule Warriors*. Wait until they fire their laser, dodge it, and then shoot them in the eye with the Bow to make their Weak Point Mark appear. Perform a Weak Point Smash. Rinse. Repeat.

The Imprisoned

In order to defeat The Imprisoned, you need to destroy its toes. You'll need to watch out for the shock waves it creates when it steps, so alternate between feet whenever The Imprisoned is walking. Once you destroy all of its toes, it'll fall over and its Weak Point Mark will appear. Repeat this and perform a handful of Weak Point Smashes to win.

Argorok

Stay to the side or behind Argorok to avoid most of its attacks. Use your Hookshot on it every time its tail glows blue to pull it out of the air and reveal its Weak Point Mark. Perform some Weak Point Smashes to bring Argorok down for good.



Adventure Mode

E

E-1

Defeat the Darknut Forces!

Limited Warrior: Agitha (Recommended Level: 35)

Unlockables

Agitha—Heart Container (in the East Field Keep)

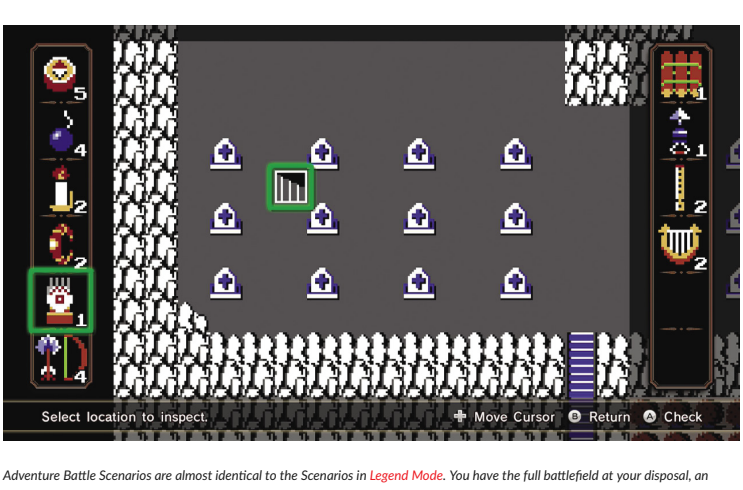
Agitha—Piece of Heart (in the South Field Keep)

1,000 KO Gold Skulltula

Second Gold Skulltula

Search Item

Digging Mitts: Agitha's Luna Parasol (A-Rank)



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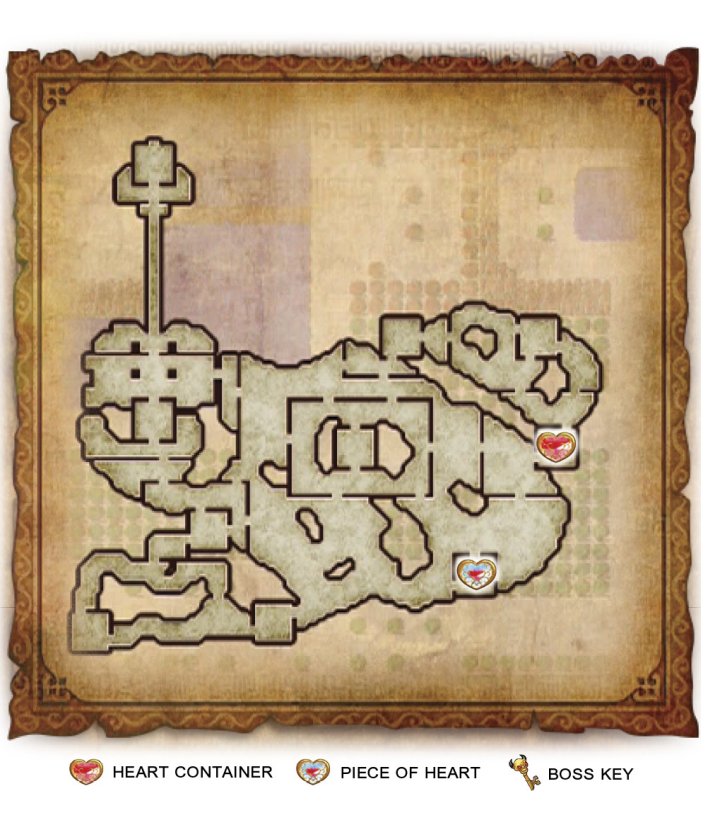
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Twilight Field



Victory Conditions

Defeat Zant.

Defeat Conditions

If Link flees or the Allied Base falls.

Defeat all enemy Captains to lure the Commander

You need to defeat the three Captains that are marked on your minimap to progress the mission.

Provide support for the Hylian Captain

Shortly after the Scenario begins, an allied Hylian Captain will appear on the battlefield, behind enemy lines. When his health gets low, he'll attempt to retreat to the Allied Base and will request your aid in accomplishing that goal. If you fail to bring him back to the Allied Base, he'll return as a vengeful spirit, dead set on bringing you to the underworld with him. Make sure to race to his aid the second you see the mission pop up; the Hylian Captain will have very low health at this point and can be defeated by enemy forces in a very short amount of time.

Defeat the enemy Commander

You can find Zant in the Enemy Base Keep.

E-2

Defeat all Giant Bosses within 10 minutes!

Unlockables

Ice Arrow

Agitha—Piece of Heart (A-Rank)

Defeat all Giant Bosses! Scenarios require you to do just that: defeat all giant bosses on the map within the time limit. These Scenarios almost always consist of two or three of the same boss attacking different corners of a confined map at once. Pick your strongest Warrior and challenge the Giant Bosses one at a time and you'll be fine. Just try to divide up your time evenly for each of the bosses. If you notice that fighting any monster is taking more than half of your time for any monster, quit the Scenario, level up your character, and try again. If that still doesn't cut it, unlock some of the stronger Weapons in Adventure Mode and come back at a later time.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

Two Manhandlas

To defeat Manhandlas, you need to wait until their stalks turn green and then hit them with the Boomerang. Once you've hit all four, Manhandla will uproot and its Weak Point Mark will be revealed. Hit it with a handful of Weak Point Smashes and you'll make short work of the monstrous man-eater.

E-3

Missing Enemies

You must use Recorder on the lake in order to make this Scenarios enemies appear.

Dungeon 7: Defeat the primordial beast!

Unlockables

Ladder

Sheik—Piece of Heart (in the Town Center Keep)

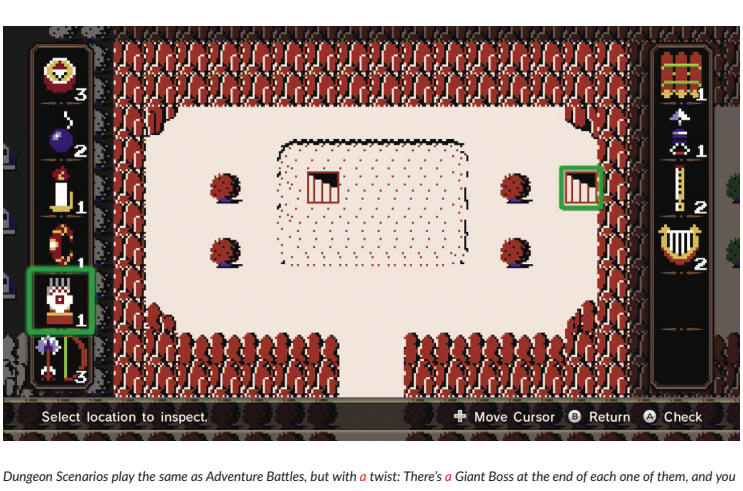
1,000 KO Gold Skulltula

Second Gold Skulltula

Boss Key (in the Fairy Fountain Keep)

Search Item

Digging Mitts: Zant—Heart Container (A-Rank)



Dungeon Scenarios play the same as Adventure Battles, but with a twist: There's a Giant Boss at the end of each one of them, and you must grab the Boss Key hidden in one of the enemy Keeps to open the Enemy Base's gates. Other than that, you can expect the same kind of battle you'd get from an Adventure Battle.

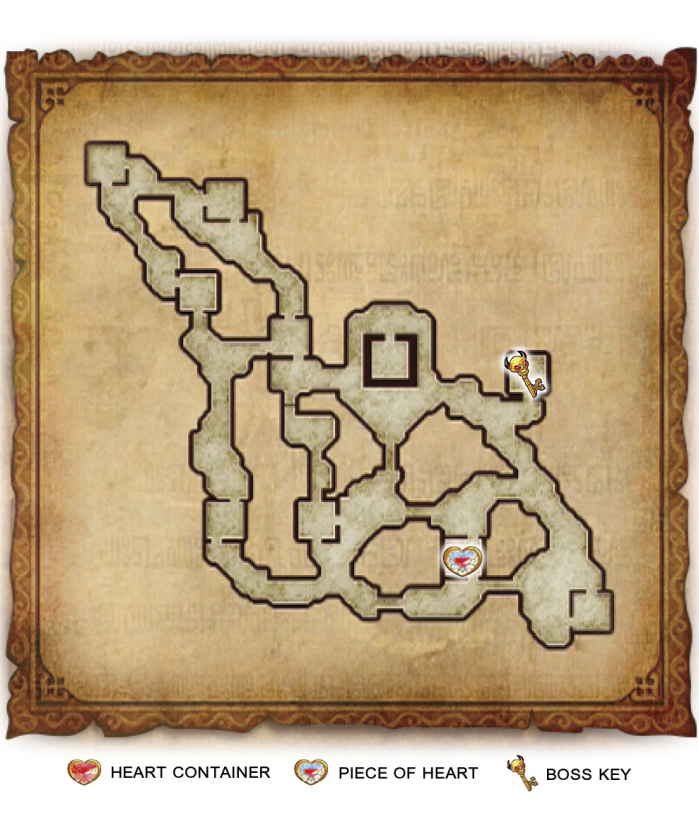
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Skyloft



Victory Conditions

Defeat Impa.

Defeat Conditions

If Lana flees or the Allied Base falls.

Defeat all enemy Captains to lure the Commander

You need to defeat the three Captains that are marked on your minimap to progress the mission.

Defeat the Gold Cucco

An enemy Cucco will appear on the battlefield almost immediately after the Scenario starts and begin eating everywhere it goes. As it eats it grows more and more powerful. Make a point to defeat the Gold Cucco immediately to keep it from growing stronger and causing you unnecessary problems.

Defeat the enemy Commander

You can find Impa in the Enemy Base Keep. You'll need to grab the Boss Key from the Fairy Fountain Keep before the Enemy Base will open for you. After you grab the Boss Key, approach the Enemy Base Keep's gates and they'll open automatically for you.

Defeat The Imprisoned to win

To defeat The Imprisoned, destroy its toes. You'll need to watch out for the shock waves it creates when it steps, so alternate between feet whenever The Imprisoned is walking. Once you destroy all of its toes, it'll fall over and its Weak Point Mark will appear. Repeat this and perform a handful of Weak Point Smashes to win.

E-4

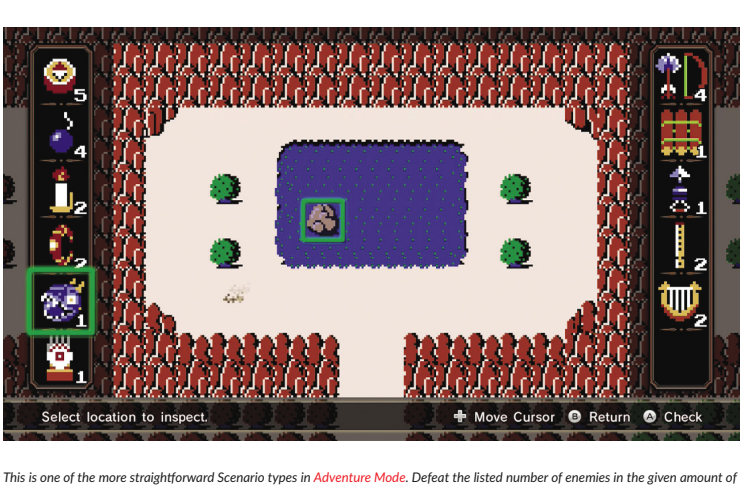
Defeat 700 enemies within 10 minutes!

Unlockables

Harp

Search Item

Water Bombs: Midna—Piece of Heart (A-Rank)



This is one of the more straightforward Scenario types in Adventure Mode. Defeat the listed number of enemies in the given amount of time to win. Don't linger on individual enemies and do your best to ignore enemy Warriors, Captains, and Bosses; they are only there to distract you from your goal. Enemy Warriors and Captains will boost the morale of the enemy troops currently in the battlefield, but unless you're struggling to survive, you can feel free to carry on defeating enemies as usual.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

E-5

Watch out! All attacks are devastating!

Unlockables

Power Bracelet

Princess Ruto—Piece of Heart (A-Rank)

Watch Out! Scenarios can get pretty hairy if you don't, well, watch out! Any enemy in these battles—even the basic soldier—can take you down to a quarter heart in a single hit. Basically, you can take two hits before you fail the Scenario. Luckily, these are incredibly straightforward fights, working similarly to the Defeat all enemies! Scenarios. Your goal is to defeat a certain number of Captains. Your best bet is to stick to ranged weapons and use your Bow and Arrow frequently. Carve your way into groups of enemies, instead of running through them, and don't linger. You've got this!

A-RANK

TIME—15 minutes or less.

HEALTH—4,000 or less damage.

Defeat 20 enemy Captains!

The Captains in the Scenario are all Icy Big Poes. They are some of the more challenging Captains to face in a Watch Out! Scenario, because of their ability to teleport and their excessive use of ranged attacks. Using your Bow and Arrow is a must here. Your best strategy will be to slowly defeat enemy soldiers to thin them out until you're close enough to shoot the Poes with the Bow and Arrow. Be on your guard and don't stop for a second.

We highly recommend that you bring Lana to this fight with all of her Kokiri Sword Badges activated. Her Y Y Y X X X makes it incredibly easy to sweep out enemy soldiers, giving you a clearer shot of the Big Poes.

E-6

Dungeon 4: Defeat the ocean beast!

Unlockables

Water Bombs

Midna—Heart Container (A-Rank)

Ghirahim—Piece of Heart (in the West Field Keep)

1,000 KO Gold Skulltula

Second Gold Skulltula

Boss Key (in the South Field Keep)

Search Item

None

Dungeon Scenarios play the same as Adventure Battles, but with a twist: There's a Giant Boss at the end of each one of them, and you must grab the Boss Key hidden in one of the enemy Keeps to open the Enemy Base's gates. Other than that, you can expect the same kind of battle you'd get from an Adventure Battle.

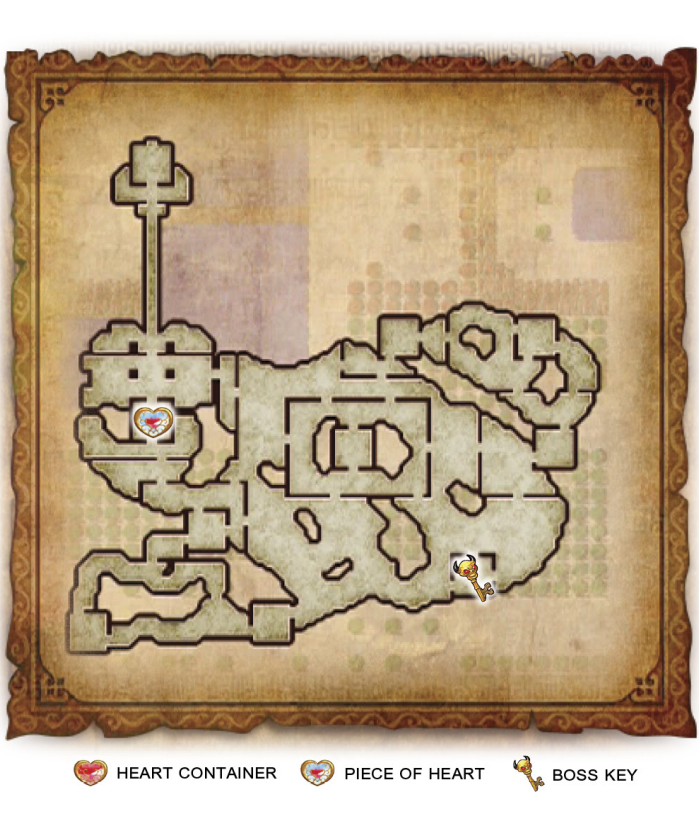
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Twilight Field



Victory Conditions

Defeat Impa.

Defeat Conditions

If Zant flees or the Allied Base falls.

Defend allied Keeps and defeat enemy forces

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder, and you'll then be tasked with recapturing that Keep.

There are three Bombchus on the map that will begin going after your Keeps one at a time. The western Bombchu will move first, followed by the southwestern one, then the eastern one. Take them out in that order and waste no time doing so; if one of them blows up in a Keep, you will instantly lose it. You'll have to be quick in taking out the western Bombchu, as the southwestern Bombchu will reach its destination before the western one will. The western Bombchu is right by your starting location, so take that one out first if you are strong enough. If not, restart the Scenario and race to the southwestern Bombchu's location.

Once you've finished defeating all of the Bombchus, you will have completed the mission and the enemy Commander's gates will open up.

Convince Fiery Aeralfos to join you

Fiery Aeralfos will appear on the map. Make a point to get to it as swiftly as possible to prevent it from being defeated by the enemy army, or yours. All you need to do is approach it and it'll join your side of the conflict.

Defeat the enemy Commander

You can find Impa in the Enemy Base Keep. You'll need to grab the Boss Key from the South Field Keep before the Enemy Base will open for you. After you grab the Boss Key, approach the Enemy Base Keep's gates and they'll open automatically for you.

Defeat Manhandla to win

To defeat Manhandla, you need to wait until its stalks turns green and then hit them with the Boomerang. Once you've hit all four, Manhandla will uproot and its Weak Point Mark will be revealed. Hit it with a handful of Weak Point Smashes and you'll make short work of the monstrous man-eater.

Defeat the Rally Captain

After Manhandla appears, a Rally Captain will enter the field. Rally Captains boost the morale of enemy troops, so taking them out swiftly should be high on your priority list.

E-7

Defeat the Moblin Forces!

Limited Warrior: Link (Recommended Level: 25)

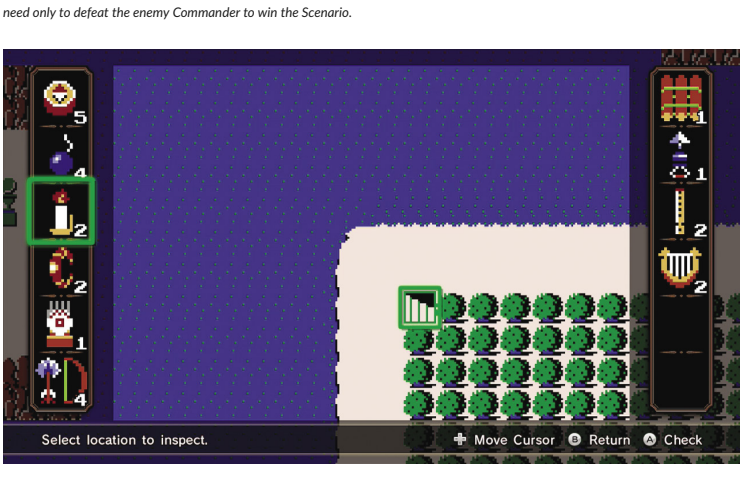
Unlockables

None

Search Item

Candle: Link's Prism Rod (A-Rank)

Adventure Battle Scenarios are almost identical to the Scenarios in Legend Mode. You have the full battlefield at your disposal, an enemy Captain/Warrior to defeat to win the Scenario, and teammates to assist you. The key difference is that you typically have only a single mission that appears at the start of the battle, which makes up the bulk of the entire fight. Once that mission is completed, you need only to defeat the enemy Commander to win the Scenario.



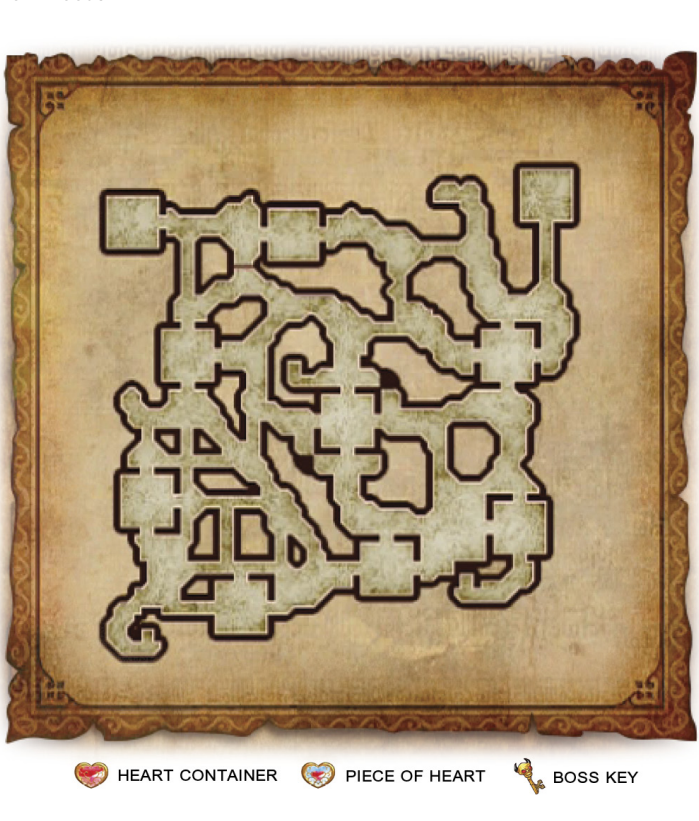
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Faron Woods



Victory Conditions

Defeat Moblin.

Defeat Conditions

If Sheik flees or the Allied Base falls.

Defend allied Keeps and defeat enemy forces

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder, and you'll then be tasked with recapturing that Keep.

There are two Bombchus on the map that will begin going after your Keeps one at a time. The central Bombchu will move first, followed by the northern one. Take them out in that order and waste no time doing so; if one of them blows up in a Keep, you will instantly lose it. Once you've finished defeating all of the Bombchus, you will have completed the mission and the enemy Commander's gates will open up.

Defeat the enemy Commander

You can find Moblin in the Enemy Base Keep.

E-8

Defeat 400 enemies within 10 minutes!

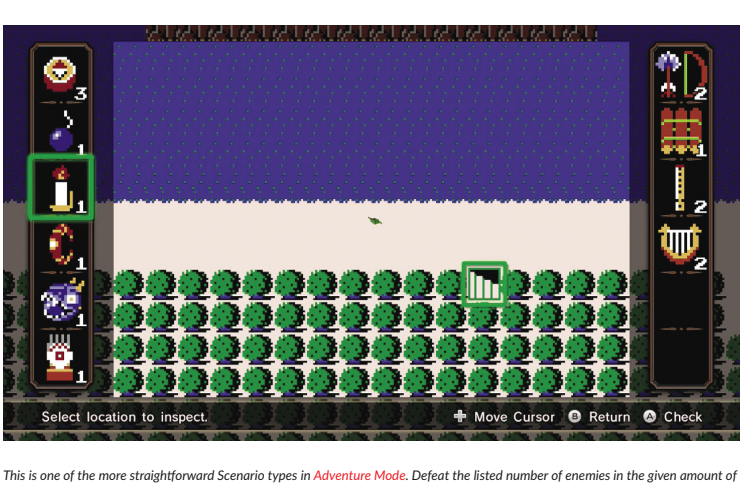
Limited Warrior: Lana (Recommended Level: 25)

Unlockables

Bombs

Search Item

Candle: Lana—Piece of Heart (A-Rank)



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A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

E-9

Defeat the enemy unit!

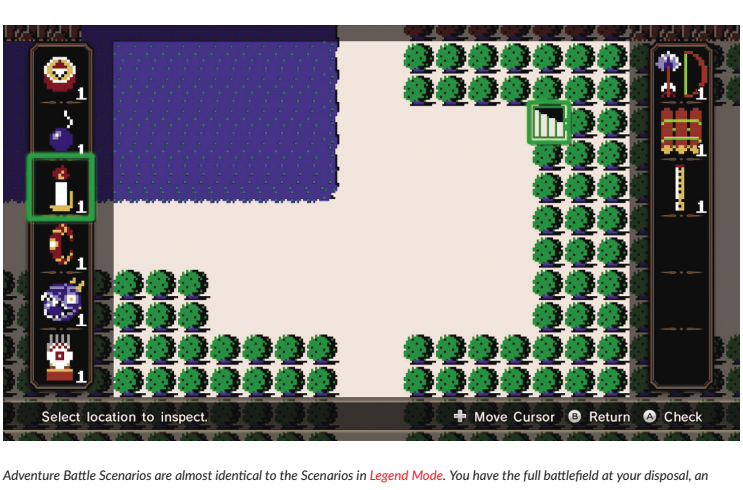
Limited Warrior: Link (Recommended Level: 30)

Unlockables

Link—Heart Container (in the Exit Square)

Search Item

Candle: Link's Silver Gauntlet (Victory Reward)



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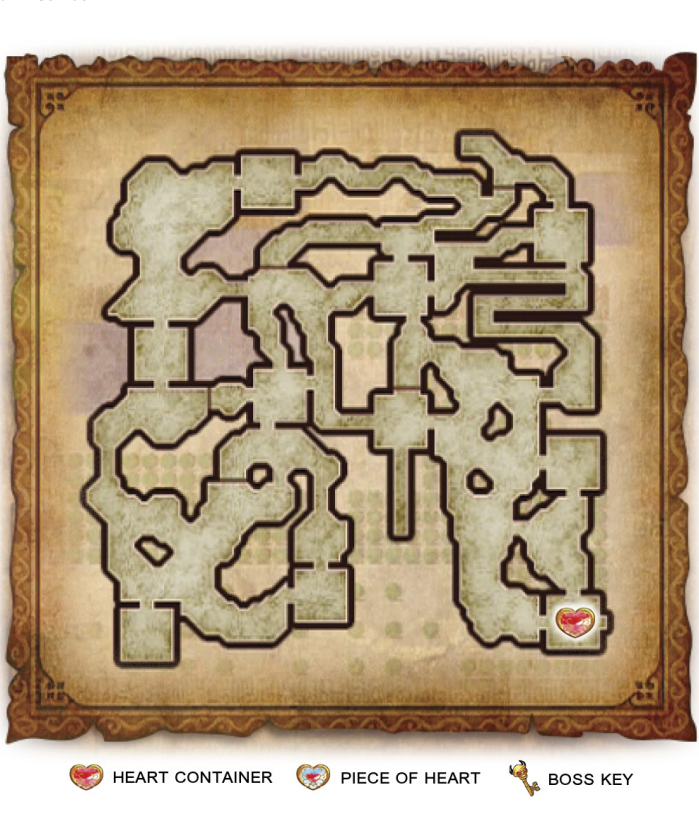
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Eldin Caves



Victory Conditions

Defeat Volga.

Defeat Conditions

If Zelda flees or the Allied Base falls.

Defeat all enemy Captains to lure the Commander

You need to defeat the three Captains that are marked on your minimap to progress the mission.

An allied Cucco appears shortly after the start of the Scenario. Keep it safe and it'll continuously call more Cucco fighters to fight for your army as you defeat more enemies.

Defeat the enemy Commander

You can find Volga in the Enemy Base Keep.

E-10

Fight as a warrior of fire!

Limited Warrior: Darunia (Recommended Level: 25)

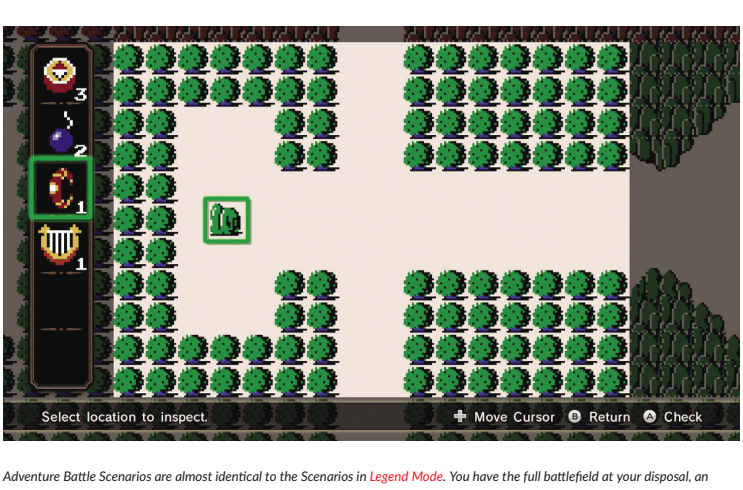
Unlockables

Darunia—Heart Container (in the Lakeside Keep)

Darunia—Piece of Heart (in the King's Hall Keep)

Search Item

Power Bracelet: Princess Ruto (Victory Reward)



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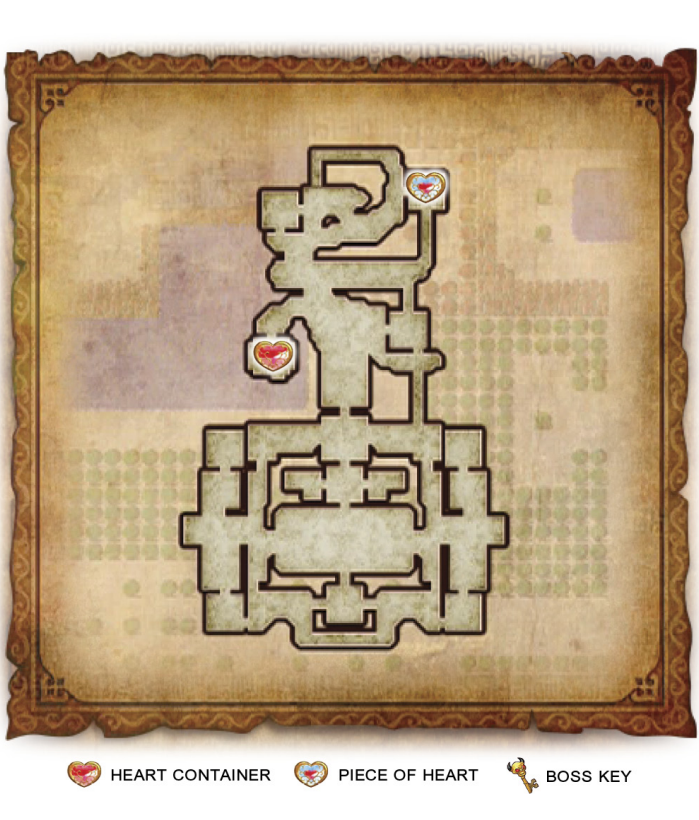
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Lake Hylia



Victory Conditions

Defeat Stalmaster.

Defeat Conditions

If Zelda flees or the Allied Base falls.

Defeat all enemy Captains to lure the Commander

You need to defeat the three Captains that are marked on your minimap to progress the mission.

Convince Icy Big Poe to join you

Icy Big Poe will appear on the map. Make a point to get to it as swiftly as possible to prevent it from being defeated by the enemy army, or yours. All you need to do is approach it and it'll join your side of the conflict.

Defeat the Summoner immediately

As soon as you finish defeating the three enemy Captains, a Summoner enters the battlefield. It has the ability to summon Captains directly to your location. If you're not struggling to defeat the Captains, don't worry about rushing over to take out the Summoner. You can keep exploring the map to find all the secrets before wrapping up this Scenario.

Defeat the enemy Commander

You can find Stalmaster in the Enemy Base Keep.

E-11

Defeat 500 enemies within 10 minutes!

Difficulty: Easy

Unlockables

Ruto—Piece of Heart (A-Rank)

This is one of the more straightforward Scenario types in Adventure Mode. Defeat the listed number of enemies in the given amount of time to win. Don't linger on individual enemies and do your best to ignore enemy Warriors, Captains, and Bosses; they are only there to distract you from your goal. Enemy Warriors and Captains will boost the morale of the enemy troops currently in the battlefield, but unless you're struggling to survive, you can feel free to carry on defeating enemies as usual.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

E-12

Defeat the warriors of time!

Limited Warrior: Zelda (Recommended Level: 25)

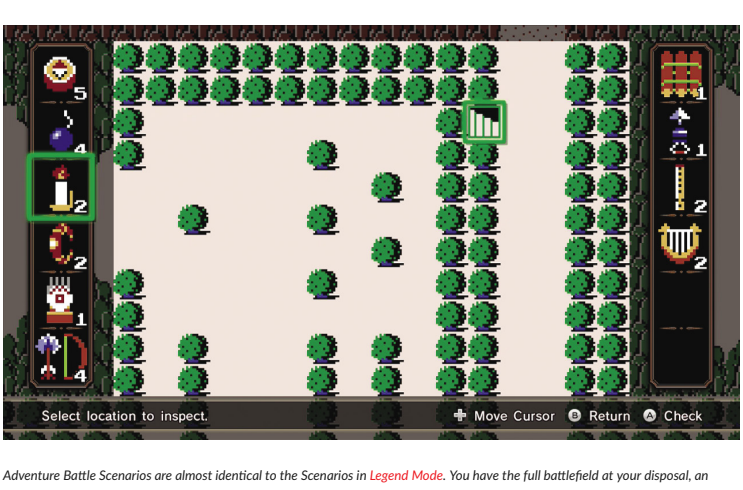
Unlockables

Zelda—Heart Container (in the King's Hall Keep)

Zelda—Piece of Heart (in the Lakeside Keep)

Search Item

Candle: Zelda's Wind Waker (Victory Reward)



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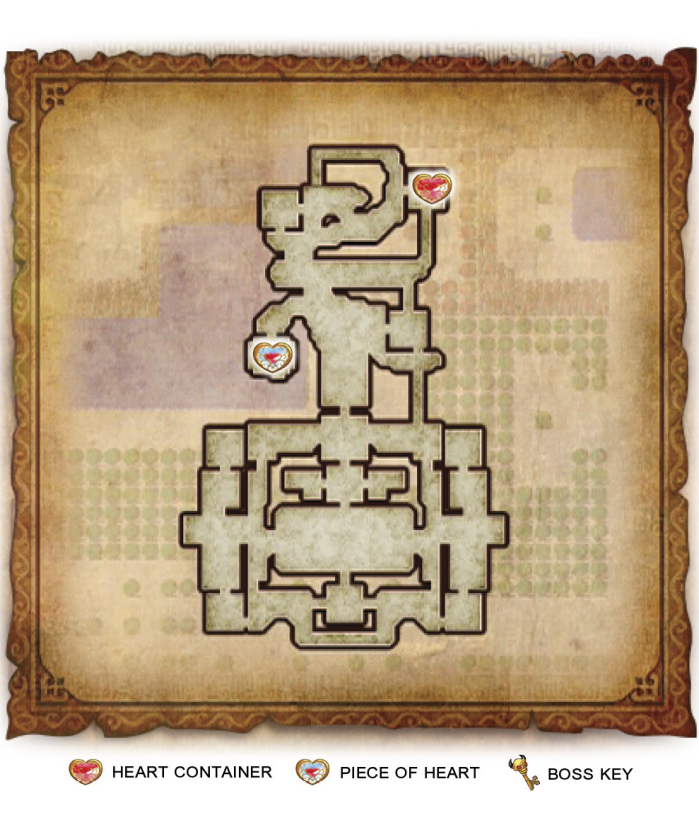
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Lake Hylia



Victory Conditions

Defeat Darunia

Defeat Conditions

If Impa flees or the Allied Base falls.

Defend allied Keeps and defeat enemy forces

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder, and you'll then be tasked with recapturing that Keep.

There are three Bombchus on the map that will begin going after your Keeps one at a time. The south Bombchu will move first, followed by the eastern one, then the northern one. Take them out in that order and waste no time doing so; if one of them blows up in a Keep, you will instantly lose it. Once you've finished defeating all of the Bombchus, you will have completed the mission and the enemy Commander's gates will open up.

Defend Cucco while defeating enemies

An allied Cucco appears shortly after the start of the Scenario. Keep it safe and it'll continuously call more Cucco fighters to fight for your army as you defeat more enemies.

Defeat the enemy Commander

You can find Darunia in the Enemy Base Keep.

E-13

Fight through the tribe quiz!

Unlockables

Compass

Ghirahim—Heart Container (A-Rank)

Quizzes are Scenarios where you have to answer three questions about a specific Zelda title or element in Hyrule Warriors. The questions will always be answered by defeating the enemy that matches the description. For example: a question could say, "Defeat the enemy that holds a shield." Two enemies will appear: a Big Poe and a Shield Moblin. Just defeat the enemy holding the shield and you'll have successfully answered the question. It's that easy. Just be careful not to defeat the wrong enemy while fighting the right one and you'll have no issues with these challenges.

A-RANK

TIME—15 minutes or less.

HEALTH—4,000 or less damage.

Defeat the one who lives in water

The correct answer is Ruto.

Defeat the chief of the Sheikah tribe

The correct answer is Impa.

Defeat the one from the mountain

The correct answer is Darunia.

E-14

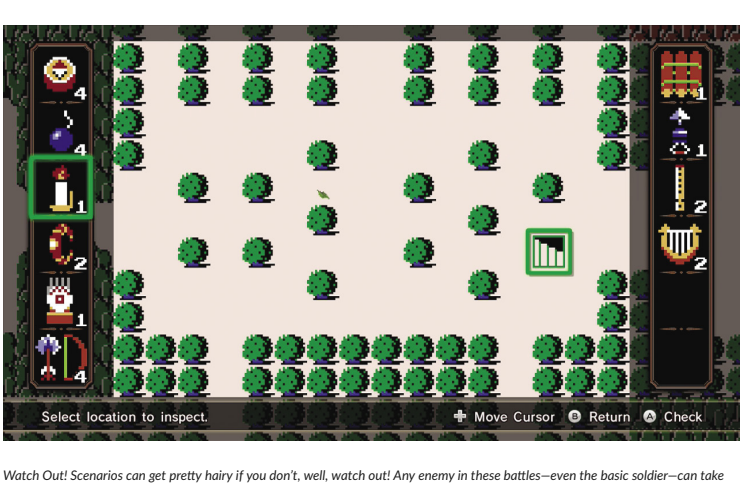
Watch out! All attacks are devastating!

Unlockables

Candle

Search Item

Candle: Ruto—Piece of Heart (A-Rank)



Watch Out! Scenarios can get pretty hairy if you don't, well, watch out! Any enemy in these battles—even the basic soldier—can take you down to a quarter heart in a single hit. Basically, you can take two hits before you fail the Scenario. Luckily, these are incredibly straightforward fights, working similarly to the Defeat all enemies! Scenarios. Your goal is to defeat a certain number of Captains. Your best bet is to stick to ranged weapons and use your Bow and Arrow frequently. Carve your way into groups of enemies, instead of running through them, and don't linger. You've got this!

A-RANK

TIME—15 minutes or less.

HEALTH—4,000 or less damage.

Defeat 20 enemy Captains

The enemy Captains in need of slaying in this Scenario are Darknuts. They are sluggish, melee-focused monsters that will pose very little threat to you. They can throw their swords, but the swords fly rather slowly and the Darknuts telegraph the attack. Their sword hand glows bright blue just before they throw it.

Princess Ruto is actually a pretty good match-up for these stages. All of her Combo Attacks fill the bar underneath her Health Bar. If you press X when you have a bit of that bar full, then press it again, Ruto will throw out a wave that can travel great distances, moves at incredible speeds, and will destroy all enemies it touches—it works a lot like Link's Y Y X Combo Attack with the Master and Hylian Sword. To top it off, once she depletes that bar, she'll create an enormous wave that will sweep an area clean of any enemies you haven't yet defeated. Make sure to use Combo Attacks frequently to fill up her water bar—you don't even need to use them on enemies to fill up the bar—and you'll be able to take out these enemies with little to no trouble.

E-15

Fight as a warrior of water!

Limited Warrior: Ruto (Recommended Level: 25)

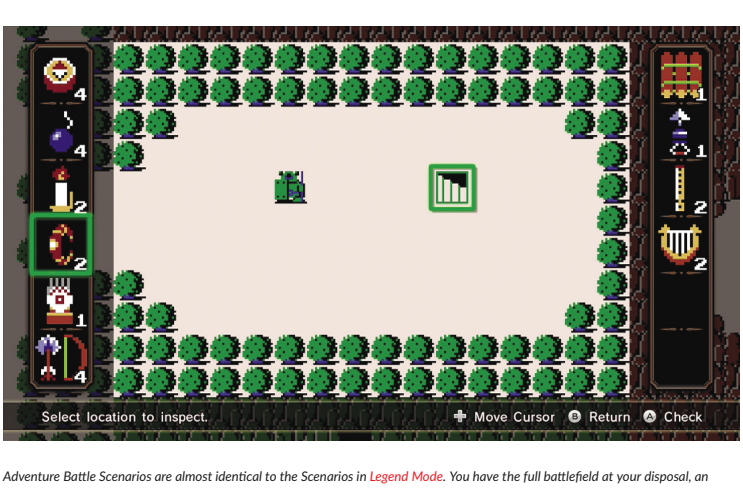
Unlockables

Ruto—Heart Container (In the King's Hall Keep)

Ruto—Piece of Heart (In the East Room Keep)

Search Item

Candle: Ruto's Golden Scale (A-Rank)



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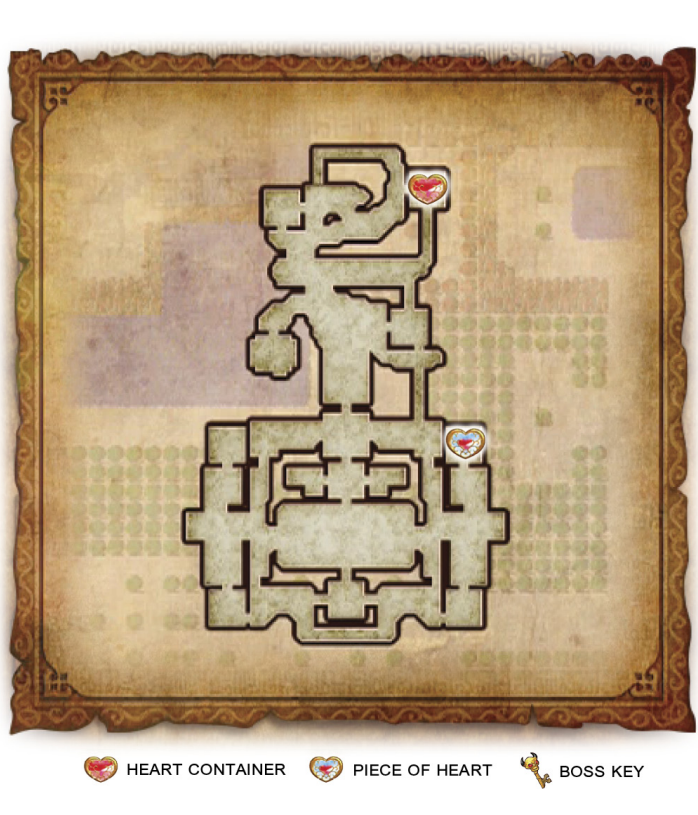
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Lake Hylia



Victory Conditions

Defeat Volga.

Defeat Conditions

If Darunia flees or the Allied Base falls.

Capture all Keeps to weaken the enemy

You need to capture the Lakeside, Temple Face, and East Room Keeps to complete this mission. The enemy's Keeps will continuously produce Aeralfos with boosted morale until you capture the marked Keeps, so don't delay!

Defeat the Fortifier Captains

Shortly after the Scenario begins, Fortifier Captains will enter the battlefield. Take them out immediately or else they fortify any Keeps they come across, which makes it a royal pain to capture them.

Defeat the enemy Commander

You can find Volga in the Enemy Base Keep.

E-16

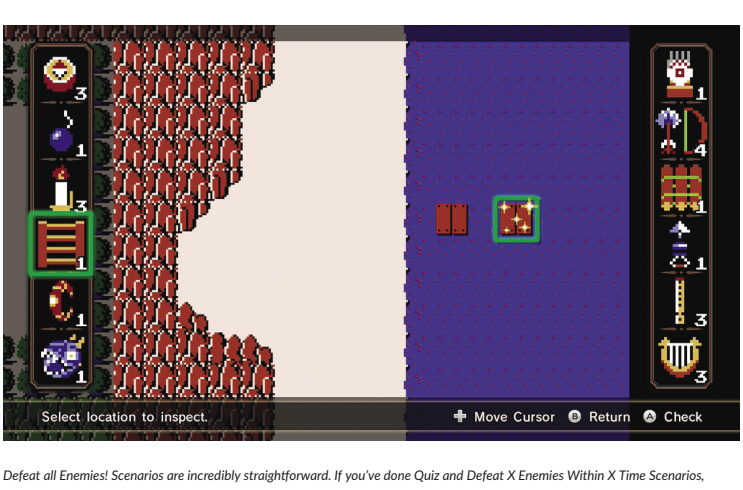
Defeat all enemies!

Unlockables

Ice Arrow

Search Item

Ladder: Fi—Piece of Heart (A-Rank)



Defeat all Enemies! Scenarios are incredibly straightforward. If you've done Quiz and Defeat X Enemies Within X Time Scenarios, you're pretty much prepared for what these will throw at you. Your job is to fight two or more Captains/Warriors/Bosses at the same time, defeat them, and then move on to another Keep to fight a new set of Captains/Warriors/Bosses. Avoid taking too much damage and defeat the enemies swiftly and you'll walk out of these battles with an A-Rank.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

Two ReDead Knights and a Fiery Aeralfos

ReDead Knights are the same as Gibdo in that they will constantly and relentlessly freeze you if you stand to close to them. You can tackle this group however you like, just be careful not to get stuck between two ReDead Knights or you'll risk being continuously frozen by the pair.

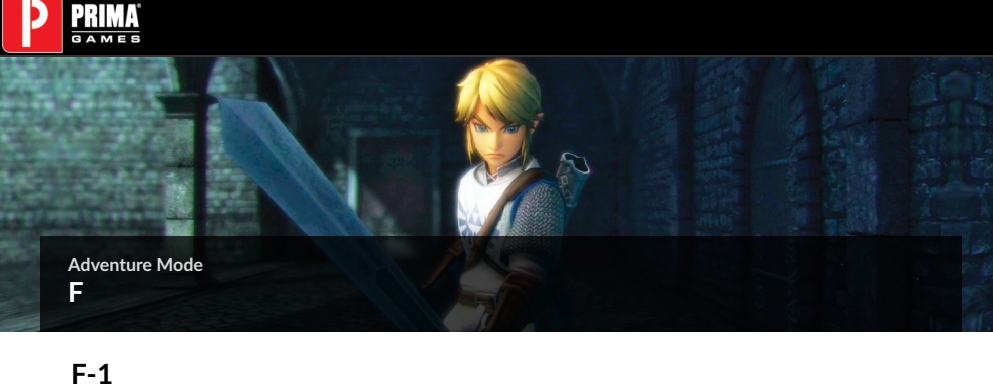
Wizzro and a ReDead Knight

Take out the ReDead Knight first. Wizzro is a Warrior, so performing Weak Point Smashes on him is important for defeating him; the ReDead Knight's freeze attack will only get in the way of your efforts to defeat Wizzro. Keep you guard up and bait Wizzro into attacking you. He'll eventually reveal his Weak Point Mark. Perform some Weak Point Smashes to defeat him.

Argorok, Volga and a Fiery Aeralfos

Take out Volga and the Fiery Aeralfos before challenging the Argorok. Volga and the Fiery Aeralfos can be defeated in much the same way: Attack them until they evade you, then watch out for their counterattack. In Fiery Aeralfos' case, it'll fly into the air to escape your attacks. At this point, stand to its side or behind it and wait for it to either breath fire or do a downward stab—either will lead to its Weak Point Mark being revealed.

Once Volga and Fiery Aeralfos have been defeated, face the Argorok by staying on its side or behind it. This will allow you to avoid most of its attacks. When you see its tale glow blue, shoot it with your Hookshot to bring it down and reveal its Weak Point Mark. Perform some Weak Point Smashes to defeat it.



Adventure Mode

F

F-1

Watch out! All attacks are devastating!

Limited Warrior: Midna (Recommended Level: Any)

Unlockables

Candle

Midna—Piece of Heart (A-Rank)

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A-RANK

TIME—15 minutes or less.

HEALTH—4,000 or less damage.

Defeat 20 enemy Captains

The Hylian Captains are your main opponents. Luckily, they are probably the easiest Captains to face in the game, since they have a very simple move set that exclusively involves the use of their swords at short range. Keep your distance, use your Bow and Arrow, and don't stay still for long and you'll have this Scenarios in the bag. Just make sure to take out the Beamos as soon as possible; they'll cause you a good bit of trouble if you leave them to their own devices.

F-2

Capture the enemy Keep!

Limited Warrior: Link and his Fire Rod (Recommended Level: 30)

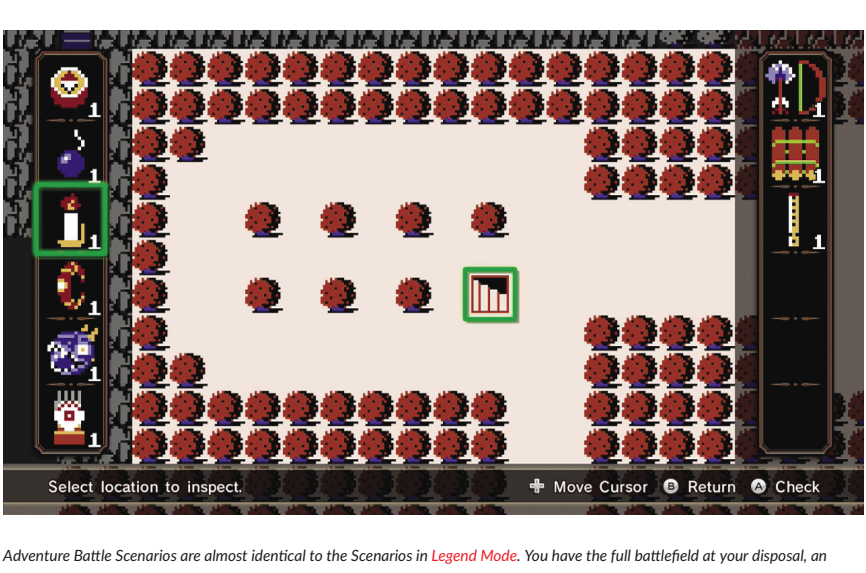
Unlockables

1,000 KO Gold Skulltula

Second Gold Skulltula

Search Item

Candle: Link's Magical Rod (A-Rank)



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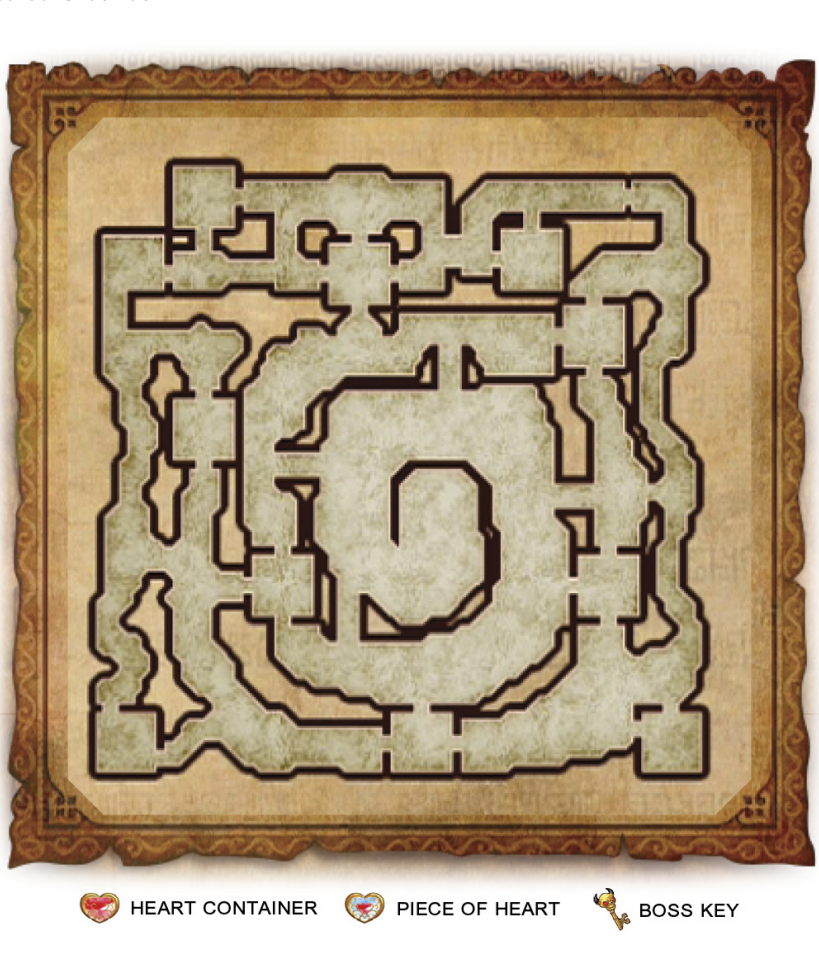
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Sealed Grounds



Victory Conditions

Defeat Wizzro.

Defeat Conditions

If Impa flees or the Allied Base falls.

Capture all Keeps to weaken the enemy

You need to capture the East, West, East Temple, and Southwest Keeps to complete this mission. Go first to the East Keep directly to the north of your starting point. You can grab the Fairy of Water while you're there to make capturing the East Keep more manageable.

Defeat the Fortifier Captains

Shortly after the Scenario begins, Fortifier Captains will enter the battlefield. Take them out immediately or else they fortify any Keeps they come across, which makes it a royal pain to capture them.

After defeating the Fortifier Captains, head to the West Keep next. Use your Fairy of Water to break the Barrier of Water, then capture the keep to get your hands on a Fairy of Fire.

Defeat the Manhandla Stalks

After capturing your second marked Keep, Manhandla Stalks will appear on the map and begin pelting the Allied Base with seeds. Don't delay: Look for their location on the Battlefield Info screen and take them out immediately.

Defeat the enemy Commander

You'll find Wizzro in the Enemy Base Keep.

F-3

Watch out! All attacks are devastating!

Unlockables

Power Bracelet

Fi—Heart Container (A-Rank)

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A-RANK

TIME—15 minutes or less.

HEALTH—4,000 or less damage.

Defeat 20 enemy Captains

The Captains in this fight are actually miniature versions of The Imprisoned. These creatures can be a really problem in a Scenario like this, but they do have one very big flaw that makes them manageable: their slow speed. They have a big warm-up period for any attacks they launch and that period won't start until you're fairly close to them. Use this to your advantage and blitz everyone of The Imprisoned; if you don't let them finish their warm-up, they can't hurt you. Be fast and accurate to make short work of this Scenario.

F-4

Defeat all Giant Bosses within 10 minutes!

Unlockables

Water Bombs

Ghirahim—Heart Container (A-Rank)

Defeat all Giant Bosses! Scenarios require you to do just that: defeat all giant bosses on the map within the time limit. These Scenarios almost always consist of two or three of the same boss attacking different corners of a confined map at once. Pick your strongest Warrior and challenge the Giant Bosses one at a time and you'll be fine. Just try to divide up your time evenly for each of the bosses. If you notice that fighting any monster is taking more than half of your time for any monster, quit the Scenario, level up your character, and try again. If that still doesn't cut it, unlock some of the stronger Weapons in Adventure Mode and come back at a later time.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

Two King Dodongos

If you've ever played a *Legend of Zelda* title before, you know exactly what to do with these fellows. Wait for their mouth to open, then start shoveling Bombs into it.

One thing to note: Ghirahim will turn traitorous almost immediately after the Scenario begins. If your Warrior is strong enough, feel free to take him out, otherwise do your best to avoid him.

F-5

A Warrior of Darkness!

Limited Warrior: Fi (Recommended Level: 30)

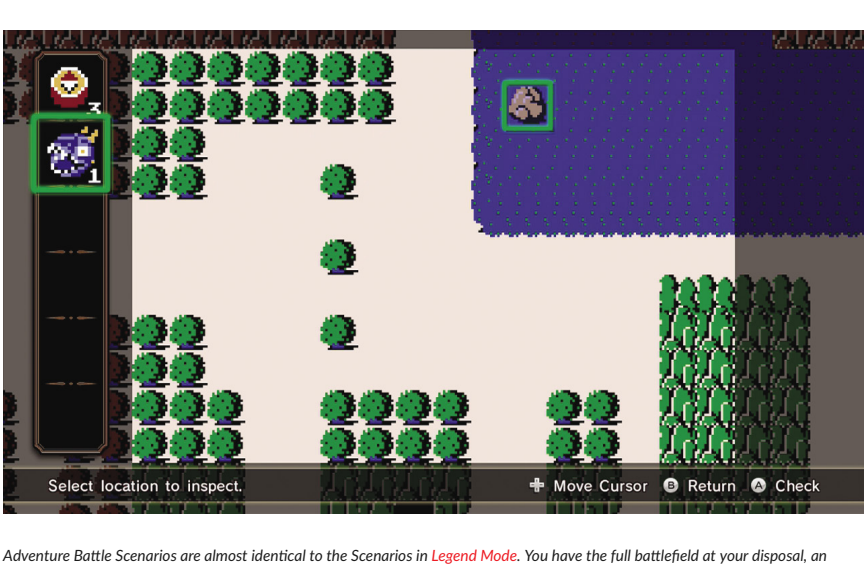
Unlockables

Fi—Heart Container (in the Town Center Keep)

Fi—Piece of Heart (in the Academy Keep)

Search Item

Water Bombs: Fi's Goddess Longsword (A-Rank)



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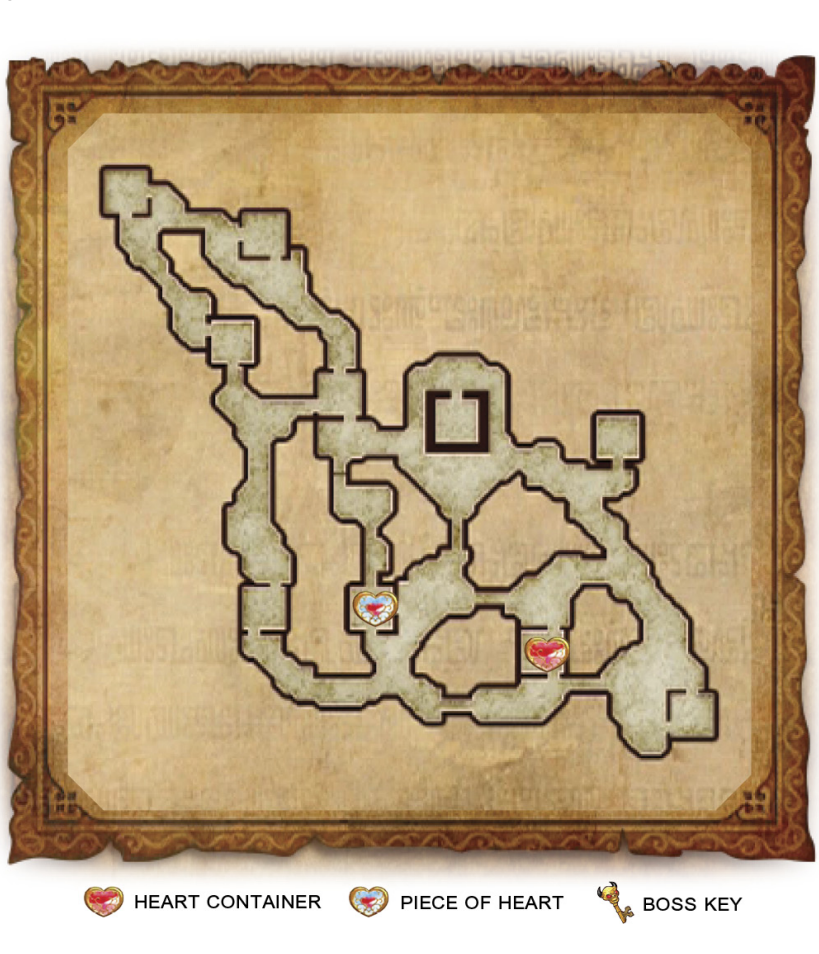
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Skyloft



Victory Conditions

Defeat Zelda.

Defeat Conditions

If Wizzro flees or the Allied Base falls.

Defend allied Keeps and defeat enemy forces

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder, and you'll then be tasked with recapturing that Keep.

An allied Cucco appears shortly after the start of the Scenario. Keep it safe and it'll continuously call more Cucco fighters to fight for your army as you defeat more enemies.

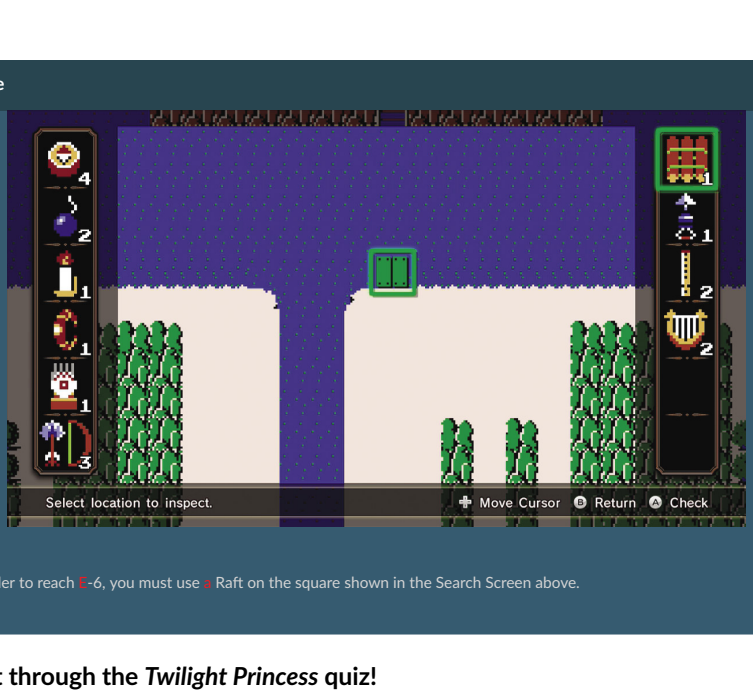
There are three Bombchus on the map that will begin going after your Keeps one at a time. The north Bombchu will move first, followed by the western, then the southeastern. Take them out in that order and waste no time doing so; if one of them blows up in a Keep, you will instantly lose it. Once you've finished defeating all of the Bombchus, you will have completed the mission and the enemy Commander's gates will open up.

Defeat the enemy Commander

Zelda can be found in the Enemy Base Keep.

F-6

Note



In order to reach F-6, you must use a Raft on the square shown in the Search Screen above.

Fight through the *Twilight Princess* quiz!

Limited Warrior: Midna (Recommended Level: 25)

Unlockables

Bombs

Midna—Piece of Heart (A-Rank)

Quizzes are Scenarios where you have to answer three questions about a specific Zelda title or element in Hyrule Warriors. The questions will always be answered by defeating the enemy that matches the description. For example: a question could say, "Defeat the enemy that holds a shield." Two enemies will appear: a Big Poe and a Shield Moblin. Just defeat the enemy holding the shield and you'll have successfully answered the question. It's that easy. Just be careful not to defeat the wrong enemy while fighting the right one and you'll have no issues with these challenges.

A-RANK

TIME—15 minutes or less.

HEALTH—4,000 or less damage.

Defeat the bug collector

The correct answer is Agitha.

Defeat the home owner

The correct answer is Agitha.

Defeat the Twilight Princess

The correct answer is Midna.

F-7

Fight as a Warrior of water!

Limited Warrior: Lana (Recommended Level: 30)

Unlockables

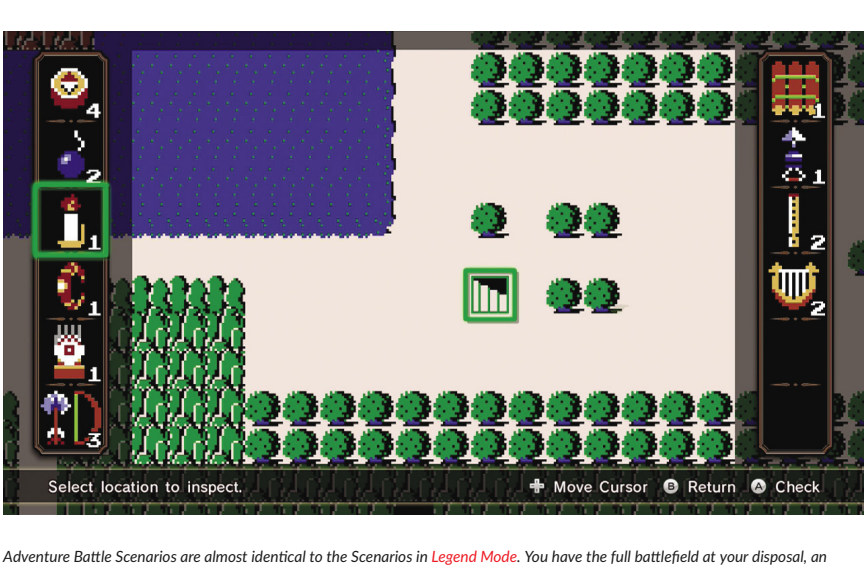
Lana—Heart Container (in the Mountain Keep)

1,000 KO Gold Skulltula

Second Gold Skulltula

Search Item

Candle: Lana's Kokiri Spear (A-Rank)



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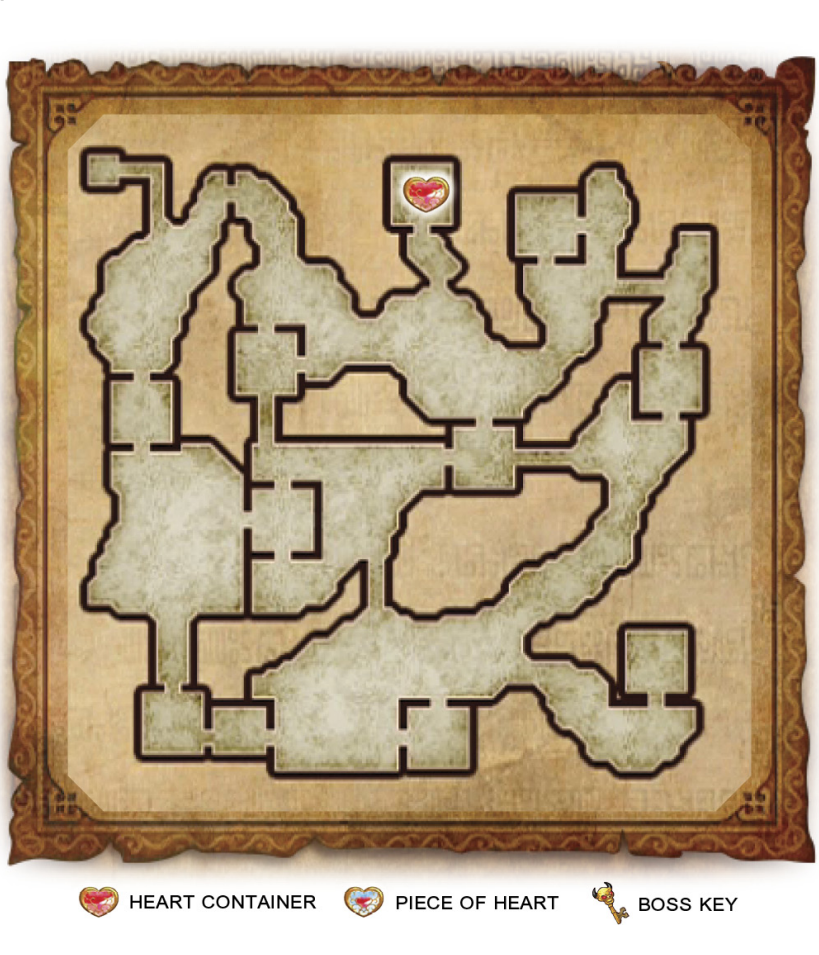
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Hyrule Field



Victory Conditions

Defeat Big Poe.

Defeat Conditions

If Impa flees or the Allied Base falls.

Capture all Keeps and weaken the enemy!

Capture the W. Rockface and Fairy Fountain Keeps to complete the mission. The enemy's Keeps will continuously create Captains with a morale boost until you capture the two marked Keeps, so don't delay!

Defeat the enemy Commander

Big Poe can be found in the Enemy Base Keep.

F-8

Fight through the weapon quiz!

Limited Warrior: Lana (Recommended Level: 15)

Unlockables

Compass

Lana—Heart Container (A-Rank)

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A-RANK

TIME—15 minutes or less.

HEALTH—4,000 or less damage.

Defeat the sword wielder

The correct answer is Darknut.

Defeat the axe wielder

The correct answer is Stalmaster.

Defeat the spear wielder

The correct answer is Shield Moblin.

F-9

Fight through the forgetful foe quiz!

Unlockables

Candle

Darunia—Heart Container (A-Rank)

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A-RANK

TIME—15 minutes or less.

HEALTH—4,000 or less damage.

Defeat the wielder of a wooden shield

The correct answer is Shield Moblin.

Defeat the lantern wielder

The correct answer is Big Poe.

Defeat the helmet wearer

The correct answer is Shield Moblin.

F-10

Watch out! All attacks are devastating!

Limited Warrior: Lana (Recommended Level: Any)

Unlockables

Bomb

Lana—Heart Container (A-Rank)

Watch Out! Scenarios can get pretty hairy if you don't, well, watch out! Any enemy in these battles—even the basic soldier—can take you down to a quarter heart in a single hit. Basically, you can take two hits before you fail the Scenario. Luckily, these are incredibly straightforward fights, working similarly to the Defeat all enemies! Scenarios. Your goal is to defeat a certain number of Captains. Your best bet is to stick to ranged weapons and use your Bow and Arrow frequently. Carve your way into groups of enemies, instead of running through them, and don't linger. You've got this!

A-RANK

TIME—15 minutes or less.

HEALTH—4,000 or less damage.

Defeat 10 enemy Captains

All the Captains in this fight are Gibdos. They move slowly and have limited ranged attacks, so they shouldn't cause you too many problems. Just keep your eyes on them at all times to avoid getting hit by the few ranged attacks they do have.

F-11

Defeat 400 enemies within 10 minutes!

Unlockables

Search Item

Water Bombs: Fi—Heart Container (A-Rank)

This is one of the more straightforward Scenario types in Adventure Mode. Defeat the listed number of enemies in the given amount of time to win. Don't linger on individual enemies and do your best to ignore enemy Warriors, Captains, and Bosses; they are only there to distract you from your goal. Enemy Warriors and Captains will boost the morale of the enemy troops currently in the battlefield, but unless you're struggling to survive, you can feel free to carry on defeating enemies as usual.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

F-12

Rescue the allied forces!

Limited Warrior: Link (Recommended Level: 30)

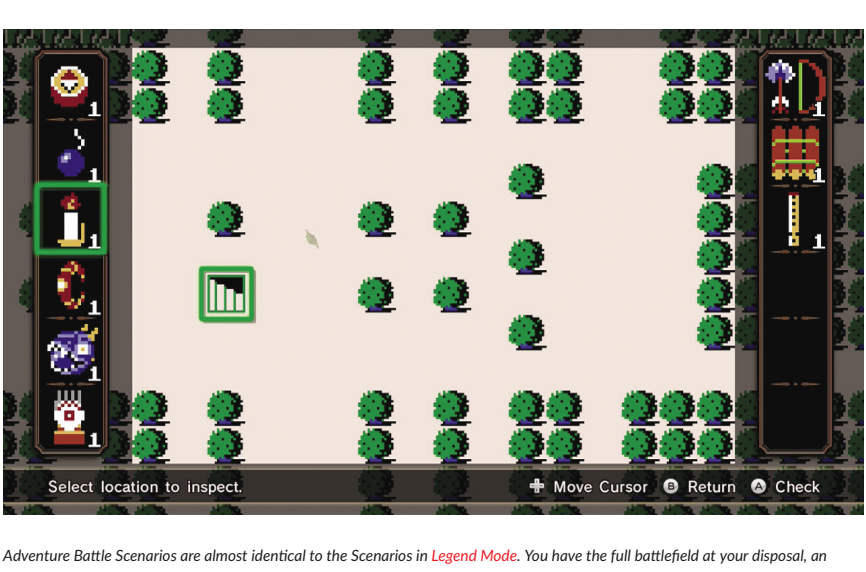
Unlockables

1,000 KO Skulltula

Second Gold Skulltula

Search Item

Candle: Link's Golden Gauntlets (A-Rank)



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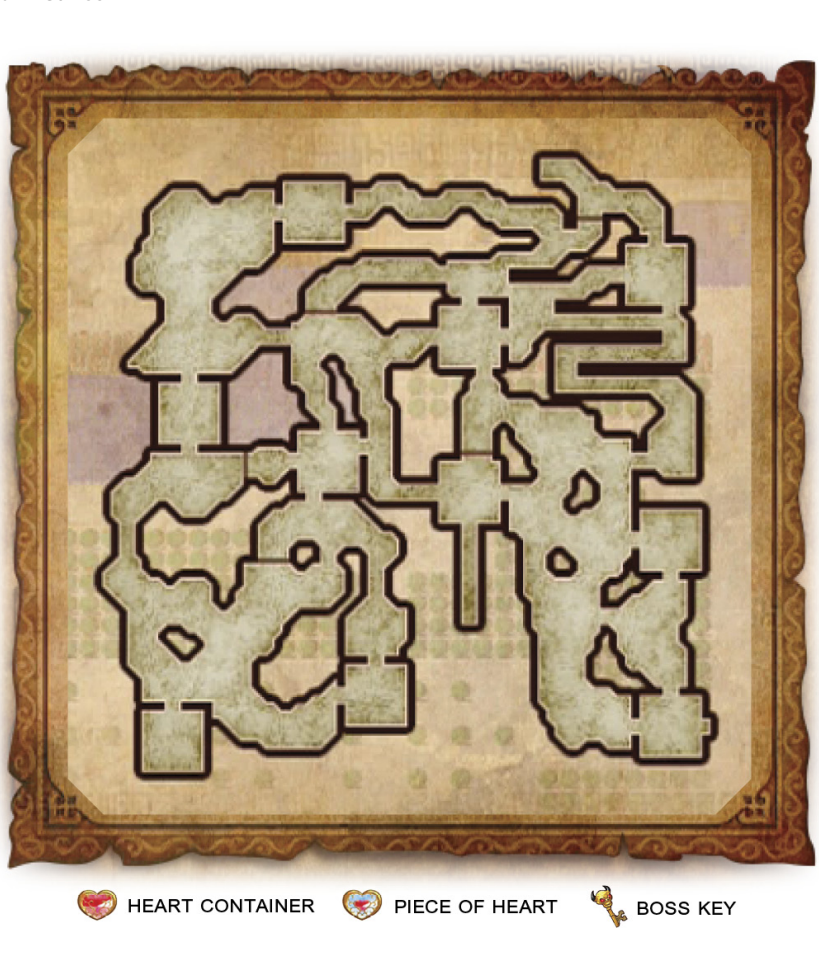
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Eldin Caves



Victory Conditions

Defeat Wizzro.

Defeat Conditions

If Sheik or Lana flees.

Save the Stranded Allied Forces!

One of your allies is stuck on the west side of the battlefield. You need to get over there and defeat the marked enemy Captains to free your ally.

Capture one of the Keeps and break through!

To reach your ally, you'll first need to capture either the Stone Square or West Square Keep to gain access to the east side of the map.

After you capture one of the marked Keeps, another pair of marked Keeps will appear. You need to capture either the Central Square or Tunnel Square Keep to reach your ally. Once you reach your ally, the mission will be finished.

Defeat the Healer

A Healer will enter the battlefield. It'll roam around the map healing any of its allies that need it. To prevent this from happening, you need to hunt down the Healer and defeat it.

Defeat the enemy Commander

You can find Wizzro in the Enemy Base Keep.

F-13

Defeat all Enemies!

Unlockables

Sheik—Heart Container (A-Rank)

Candle

Defeat all Enemies! Scenarios are incredibly straightforward. If you've done Quiz and Defeat X Enemies Within X Time Scenarios, you're pretty much prepared for what these will throw at you. Your job is to fight two or more Captains/Warriors/Bosses at the same time, defeat them, and then move on to another Keep to fight a new set of Captains/Warriors/Bosses. Avoid taking too much damage and defeat the enemies swiftly and you'll walk out of these battles with an A-Rank.

A-RANK

TIME—7 minutes or less.

HEALTH—4,000 or less damage.

ReDead Knight

The ReDead Knight's main attack will be its stunning breath. Keep a short distance away from the ReDead Knight whenever you see it begin to breathe in its light-blue breath, then attack relentlessly when its Weak Point Mark appears.

Two Big Poes

Big Poes teleport around the area they are in, which is their best form of defense. They will almost always attack immediately after teleporting and the attack they perform will usually reveal their Weak Point Mark. Put pressure on them with vigorous attacks to force them to teleport, then deplete their Mark by hitting them with a Weak Point Smash.

ReDead Knight and Two Lizalfos

The ReDead Knight is only a nuisance in this fight, so don't worry too much about it. Instead, focus on defeating the Lizalfos by attacking them until they knock you back with a Force Blast. They almost always follow up a Force Blast with an attack that reveals their Weak Point Mark. If you make sure to keep your distance from the ReDead Knight while fighting the Lizalfos Captains, you'll have no problem winning this fight.

F-14

Defeat all Giant Bosses within 10 minutes!

Limited Warrior: Darunia (Recommended Level: 25)

Unlockables

Bombs

Darunia—Piece of Heart (A-Rank)

Defeat all Giant Bosses! Scenarios require you to do just that: defeat all giant bosses on the map within the time limit. These Scenarios almost always consistent of two or three of the same boss attacking different corners of a confined map at once. Pick your strongest Warrior and challenge the Giant Bosses one at a time and you'll be fine. Just try to divide up your time evenly for each of the bosses. If you notice that fighting any monster is taking more than half of your time for any monster, quit the Scenario, level up your character, and try again. If that still doesn't cut it, unlock some of the stronger Weapons in Adventure Mode and come back at a later time.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

Two King Dodongos

If you've ever played a *Legend of Zelda* title before, you know exactly what to do with these fellows. Wait for their mouths to open, then start shoveling Bombs into them.

Lana and Link with his Master Sword are excellent for this mission. Lana's Y Y Y X X combo and Link's Y Y X combo both can take out the Dodongo's Weak Point Mark in one go.

F-15

Defeat the Big Poe Forces!

Limited Warrior: Ganondorf (Recommended Level: 40)

Unlockables

Ganondorf—Heart Container (in the West Temple Keep)

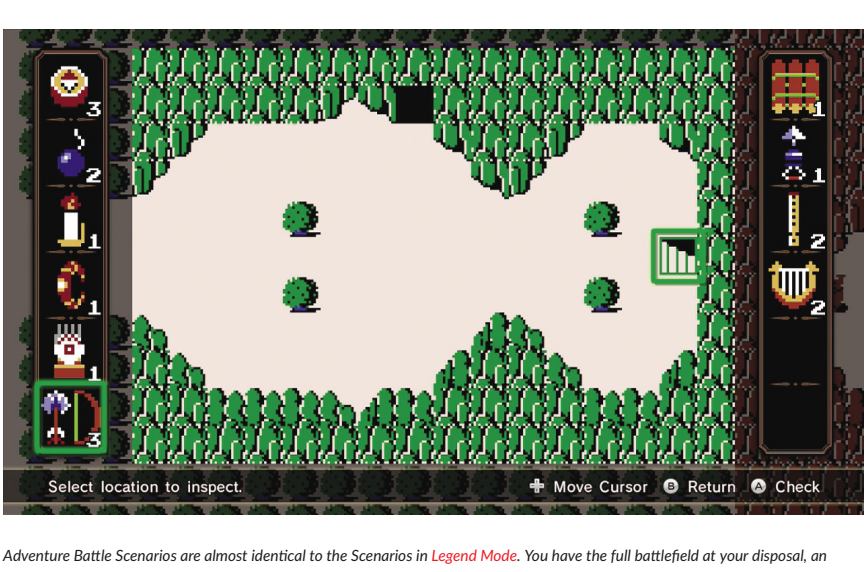
Ganondorf—Piece of Heart (in the South Temple Keep)

1,000 KO Gold Skulltula

Second Gold Skulltula

Search Item

Ice Arrow: Ganondorf's Swords of Darkness (A-Rank)



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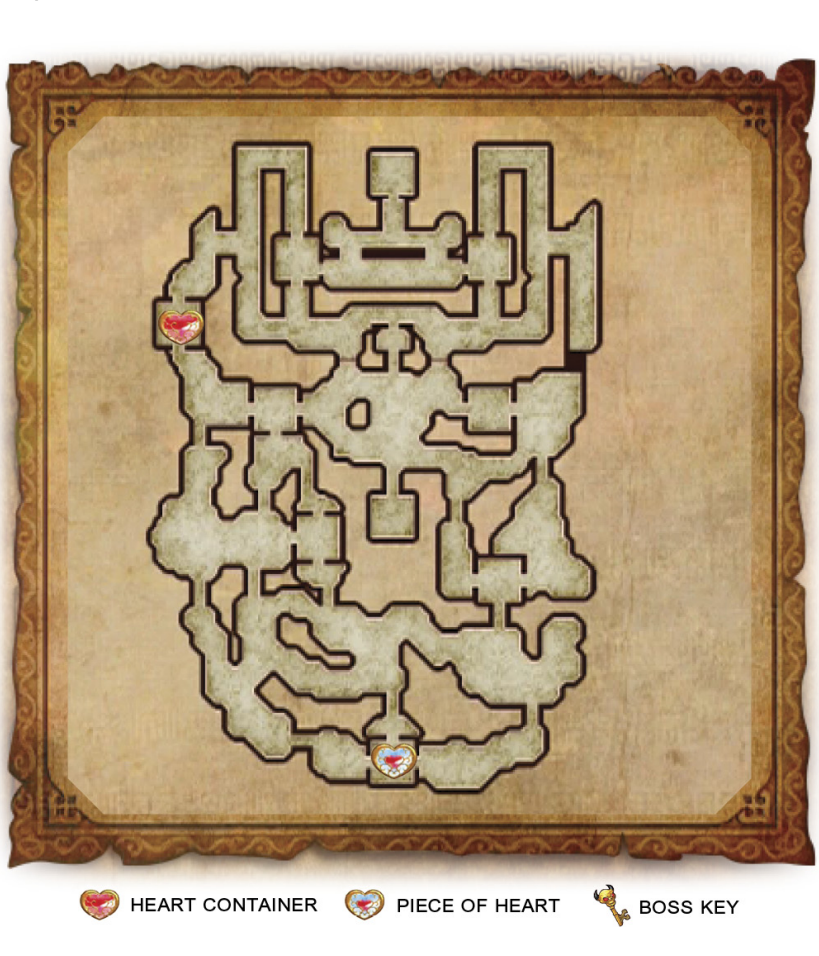
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Valley of Seers



Victory Conditions

Defeat Sheik.

Defeat Conditions

If Ruto or Darunia flees.

Save the Stranded Allied Forces!

One of your allies is stuck on the west side of the battlefield. You need to get over there and defeat the marked enemy Captains to free your ally.

Capture one of the Keeps and break through!

To reach your ally, you'll first need to capture either the East Temple or West Ruins Keep to gain access to the north side of the map.

After capturing one of the first set of marked Keeps, you must capture either the Western or Eastern Room Keep to reach your ally. Defeat the enemy Captains that are attacking both of your allies to free them and complete the mission.

Defeat the Item Transporter and take the treasure

An Item Transporter enemy Captain will appear on the battlefield. These enemies drop Weapons and Materials when defeated. Use the Battlefield Info screen to locate them on the battlefield.

Defeat the enemy Commander

You can find Sheik in the Enemy Base Keep.

F-16

Missing Enemies

You must use a Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

Battle across the field!

Limited Warrior: Ruto (Recommended Level: 35)

Unlockables

Ruto—Heart Container (in the Lakeside Keep)

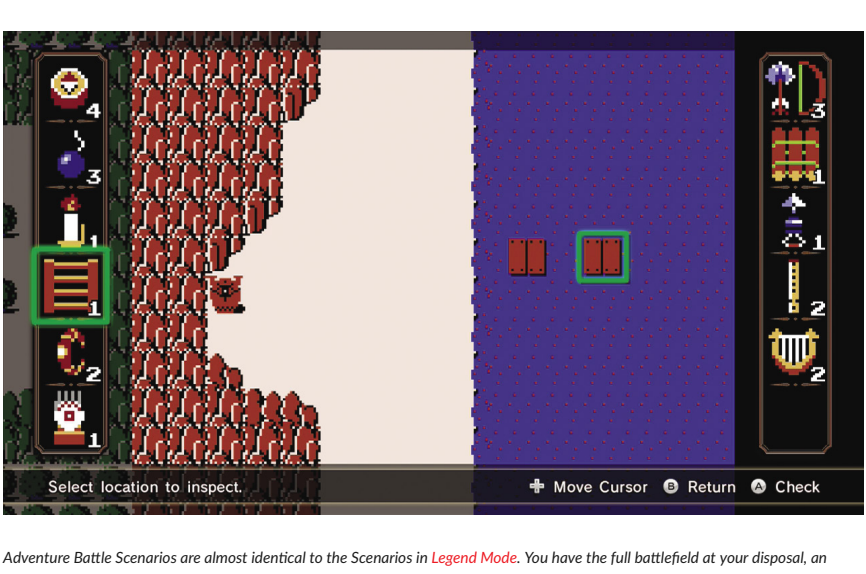
Ruto—Piece of Heart (in the King's Hall Keep)

1,000 KO Gold Skulltula

Second Gold Skulltula

Search Item

Ladder: Ruto's Water Dragon Scale (A-Rank)



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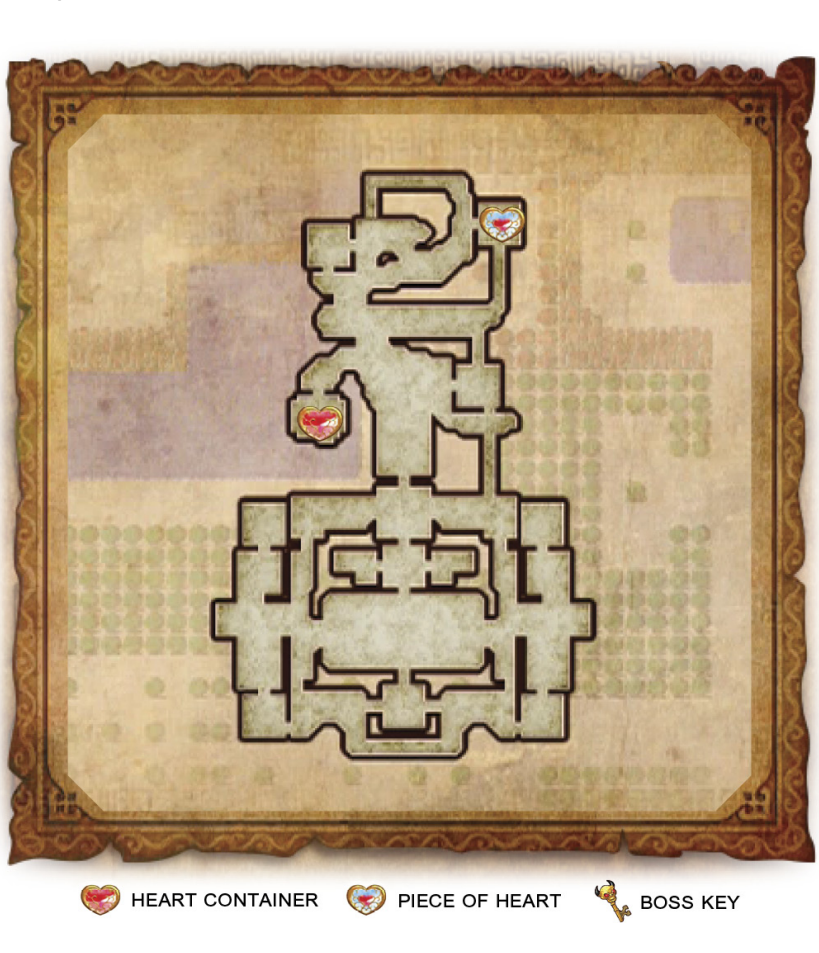
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Lake Hylia



Victory Conditions

Defeat Zant.

Defeat Conditions

If Fi flees or the Allied Base falls.

Defeat all enemy Captains to lure the Commander

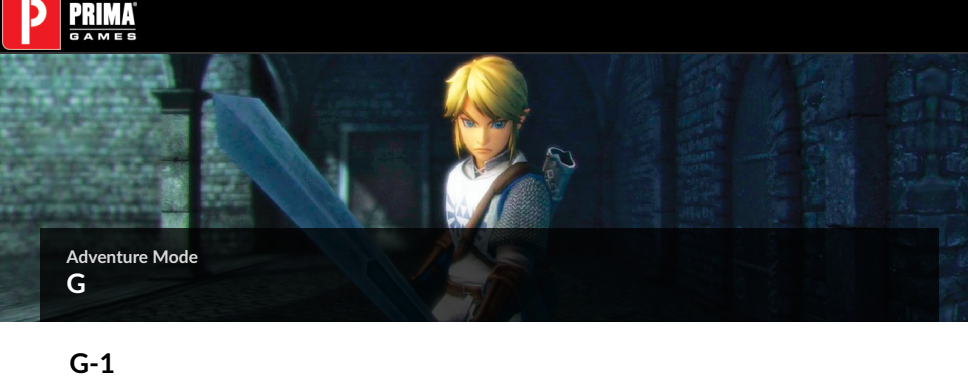
You need to defeat the three Captains that are marked on your minimap to progress the mission.

Defeat the two Cuccos

Two Cuccos will enter the battlefield and begin battling it out. If you want to keep them from hurting your troops and damaging your Keeps, you'll have to head to their location and break up the fight by defeating them. If they were left uninterrupted, the winner will take over whatever Keep the were fighting in and begin to create Cucco troops that will move out and attack both your forces and enemy troops. This will repeat until you defeat them or until they capture three Keeps.

Defeat the enemy Commander

You can find Zant in the Enemy Base Keep.



Adventure Mode

G

G-1

Defeat all enemies!

Unlockables

Harp

Agitha—Heart Container (A-Rank)

Defeat all Enemies! Scenarios are incredibly straightforward. If you've done Quiz and Defeat X Enemies Within X Time Scenarios, you're pretty much prepared for what these will throw at you. Your job is to fight two or more Captains/Warriors/Bosses at the same time, defeat them, and then move on to another Keep to fight a new set of Captains/Warriors/Bosses. Avoid taking too much damage and defeat the enemies swiftly and you'll walk out of these battles with an A-Rank.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

Two ReDead Knight and a Fiery Aeralfos

ReDead Knights are the same as Gibdo in that they will constantly and relentlessly freeze you if you stand to close to them. You can tackle this group however you like, just be careful not to get stuck between two ReDead Knights, or you'll risk being continuously frozen by the pair.

Volga and a ReDead Knight

Deal with Volga the way you always have: by hitting him until he does his lance attack. He'll get knocked out pretty quickly if you keep on him. Just don't let him hit you, as he's been powered up for this fight and can do incredible damage in a short amount of time.

King Dodongo, Fiery Aeralfos, and a ReDead Knight

Deal with the Captains before challenging the boss or you'll have a more frustrating time defeating King Dodongo.

G-2

Defeat 700 enemies within 10 minutes!

Unlockables

Digging Claws

Ghirahim—Piece of Heart (A-Rank)

This is one of the more straightforward Scenario types in Adventure Mode. Defeat the listed number of enemies in the given amount of time to win. Don't linger on individual enemies and do your best to ignore enemy Warriors, Captains, and Bosses; they are only there to distract you from your goal. Enemy Warriors and Captains will boost the morale of the enemy troops currently in the battlefield, but unless you're struggling to survive, you can feel free to carry on defeating enemies as usual.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

G-3

Defeat enemies while collecting treasure! Yay!

Unlockables

Zant—Heart Container (in the Fairy Fountain)

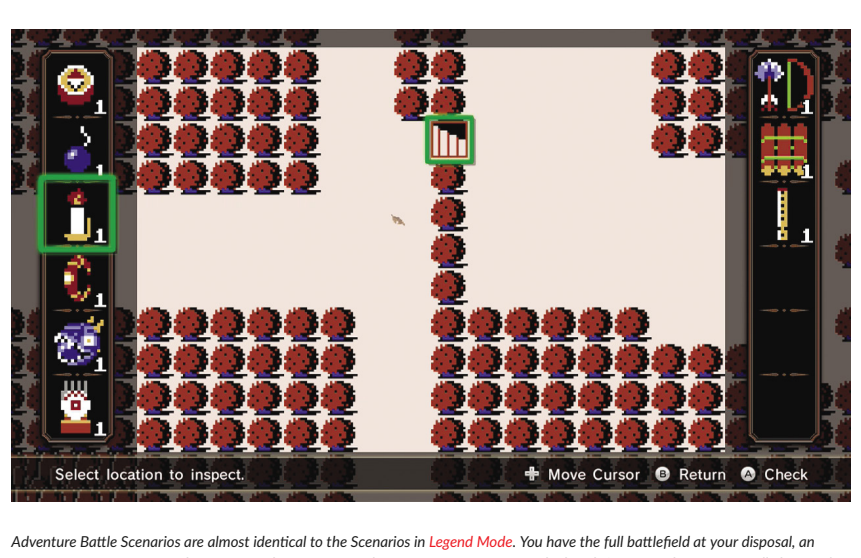
Darunia—Piece of Heart (in the Castle Keep)

1,000 KO Gold Skulltula

Second Gold Skulltula

Search Item

Candle: Ghirahim (Victory Reward)



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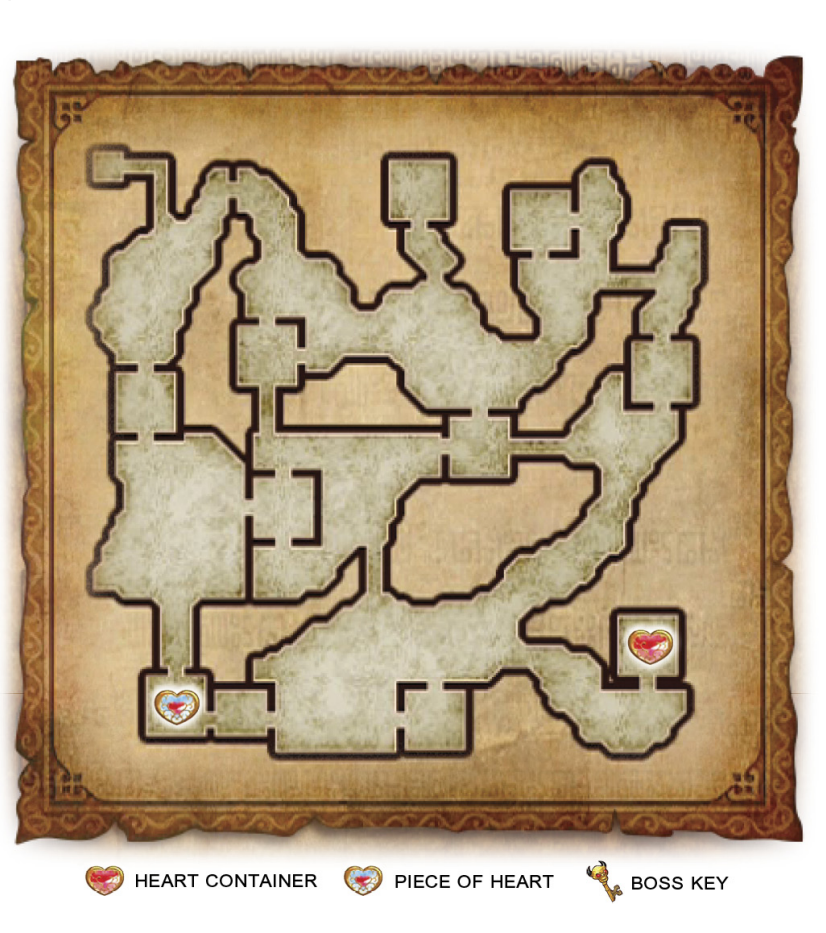
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.s

Hyrule Field



Victory Conditions

Defeat Stalmaster and Icy Big Poe.

Defeat Conditions

If Fi flees or the Allied Base falls.

Defeat an enemy Captain

Two targets will appear on the minimap: one for the red team and one for the yellow. Both represent enemy Captains for the opposing factions. Defeat one to complete the mission; whichever one you defeat will force a large group of the other faction's army to flee the battlefield.

Defeat the Item Transporter and take the treasure

An Item Transporter enemy Captain will appear on the battlefield. These enemies drop Weapons and Materials when defeated. Use the Battlefield Info screen to locate them on the battlefield.

Defeat both enemy Commanders

The gates to both the Rogue Base and Enemy Base Keeps open up. One of the Commanders will begin a direct assault on the Allied Base. Focus on defeating that one first and foremost, leaving the second for after you've found all the unlockables on the map that you want to find.

Find the hidden chest

After you defeat one of the enemy Commanders and capture the Abandoned Fort and Fairy Fountain Keeps, chests will appear in Keeps across the map. Whenever you open one of them, the Keep you're in closes, locking you inside with enemy troops that you have to defeat to escape. The chest will drop a Weapon or Material, so if you're feeling up to fighting, it's worth it to make a stop at these Keeps.

G-4

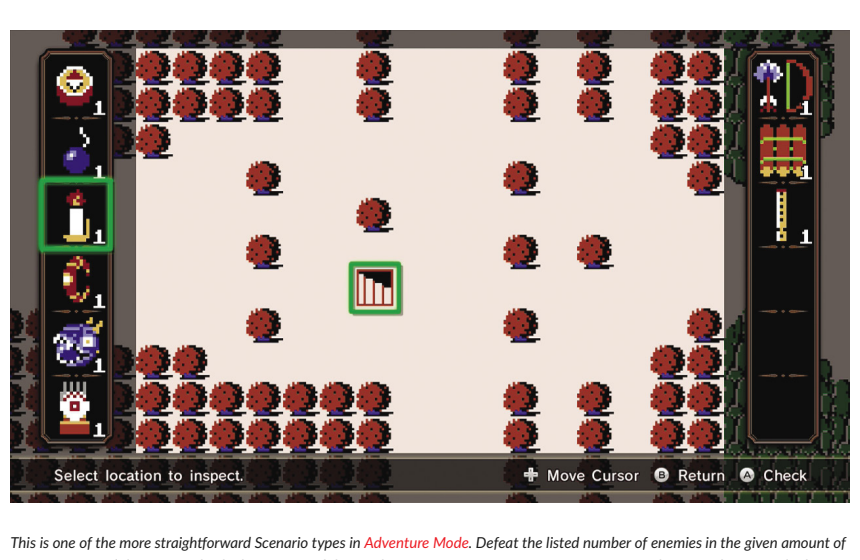
Defeat 700 enemies within 10 minutes!

Unlockables

Compass

Search Item

Candle: Princess Ruto—Heart Container (A-Rank)



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A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

G-5

Defeat all Giant Bosses within 10 minutes!

Unlockables

Candle

Agitha—Heart Container (A-Rank)

Defeat all Giant Bosses! Scenarios require you to do just that: defeat all giant bosses on the map within the time limit. These Scenarios almost always consistent of two or three of the same boss attacking different corners of a confined map at once. Pick your strongest Warrior and challenge the Giant Bosses one at a time and you'll be fine. Just try to divide up your time evenly for each of the bosses. If you notice that fighting any monster is taking more than half of your time for any monster, quit the Scenario, level up your character, and try again. If that still doesn't cut it, unlock some of the stronger Weapons in Adventure Mode and come back at a later time.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

Two Gohmas

Gohmas are probably the easiest of the Giant Boss monsters in Hyrule Warriors. Wait until they fire their laser, dodge it, and then shoot them in the eye with the Bow to make their Weak Point Mark appear. Perform a Weak Point Smash. Rinse. Repeat.

One thing to note: Ghirahim will turn traitorous almost immediately after the Scenario begins. If your Warrior is strong enough, feel free to take him out, otherwise do your best to avoid him.

G-6

Defeat all Enemies!

Limited Warrior: Fi (Recommended Level: 25)

Unlockables

Fi—Heart Container (A-Rank)

Bombs

Defeat all Enemies! Scenarios are incredibly straightforward. If you've done Quiz and Defeat X Enemies Within X Time Scenarios, you're pretty much prepared for what these will throw at you. Your job is to fight two or more Captains/Warriors/Bosses at the same time, defeat them, and then move on to another Keep to fight a new set of Captains/Warriors/Bosses. Avoid taking too much damage and defeat the enemies swiftly and you'll walk out of these battles with an A-Rank.

A-RANK

TIME—7 minutes or less.

HEALTH—4,000 or less damage.

Two Dinolfos and a Darknut

Start by destroying the two Beamos in the Keep before fighting the other enemies. After that, pick whichever Captain you want to defeat first. Remember: Hit Dinolfos until it knocks you back and breathes fire to get it to reveal its Weak Point Mark. For Darknuts, hit them once and roll behind them to dizzy them and get them to reveal their Weak Point Marks.

Two Dinolfos

Do pretty much the same as above to defeat this reptilian pair.

King Dodongo, Dinolfos, and an Aeralfos

Take out the Dinolfos and Aeralfos first, so you commit your focus to King Dodongo.

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

G-7

Defeat all Giant Bosses within 10 minutes!

Unlockables

Bombs

Zant—Heart Container (A-Rank)

Search Item

None

Defeat all Giant Bosses! Scenarios require you to do just that: defeat all giant bosses on the map within the time limit. These Scenarios almost always consistent of two or three of the same boss attacking different corners of a confined map at once. Pick your strongest Warrior and challenge the Giant Bosses one at a time and you'll be fine. Just try to divide up your time evenly for each of the bosses. If you notice that fighting any monster is taking more than half of your time for any monster, quit the Scenario, level up your character, and try again. If that still doesn't cut it, unlock some of the stronger Weapons in Adventure Mode and come back at a later time.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

Two King Dodongos

If you've ever played a Legend of Zelda title before, you know exactly what to do with these fellows. Wait for their mouths to open, then start shoveling Bombs into them.

Lana and Link with his Master Sword are excellent for this mission. Lana's Y Y Y X X combo and Link's Y Y X combo both can take out the Dodongo's Weak Point Mark in one go.

G-8

Defeat the Darknut Forces!

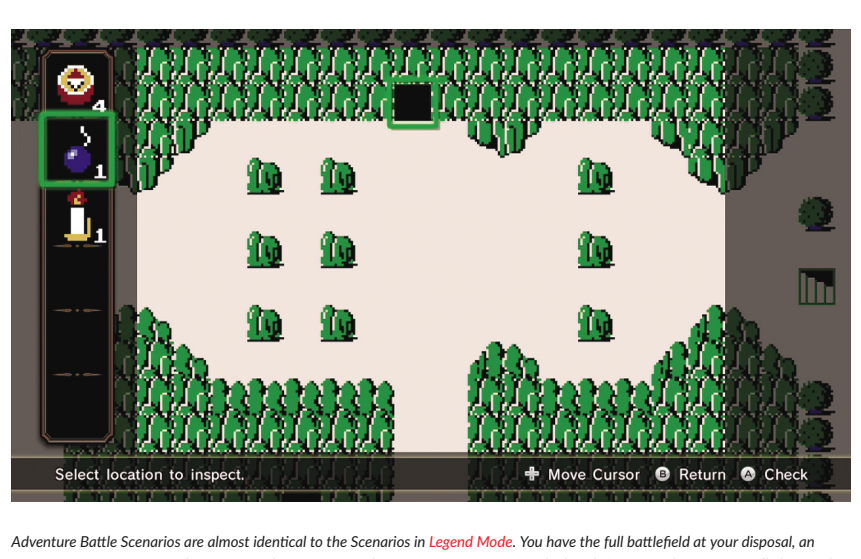
Unlockables

Link—Piece of Heart (In the West Field Keep)

Candle

Search Item

Bombs: Impa—Heart Container (A-Rank)



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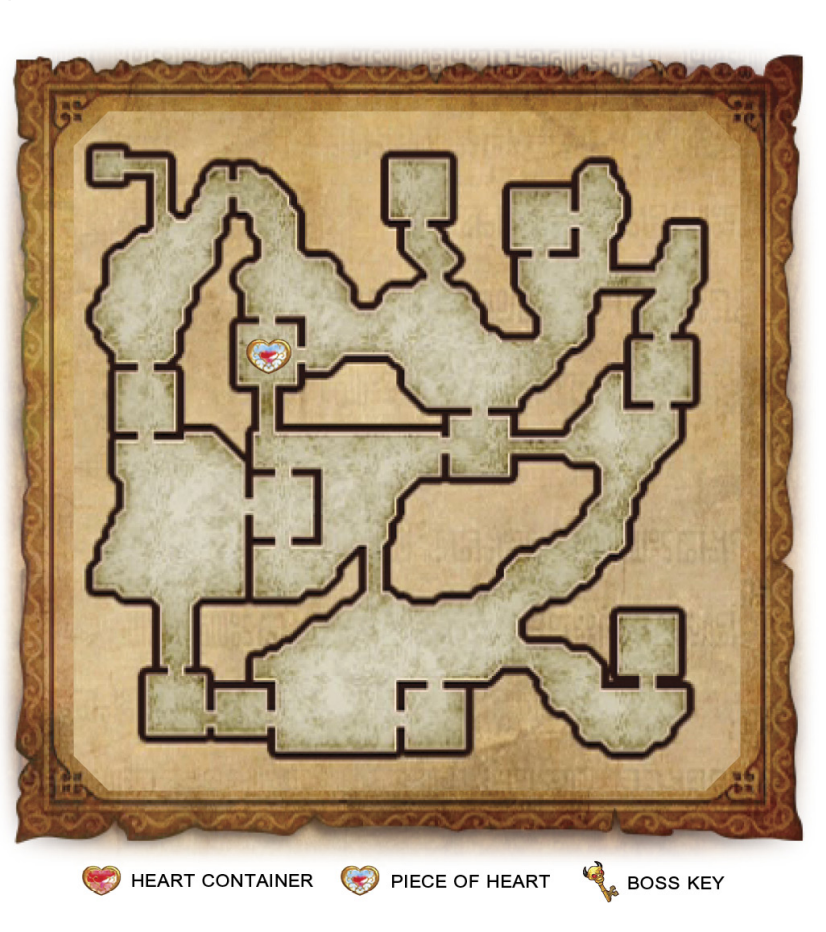
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Hyrule Field



Victory Conditions

Defeat Darknut.

Defeat Conditions

If Zelda flees or the Allied Base falls.

Defeat all enemy Captains to lure the Commander

You need to defeat the three Captains that are marked on your minimap to progress the mission.

A Cucco will appear on the battlefield and begin following you around after you've defeated all of the Captains. Avoid attacking this one to the best of your abilities. It's not friendly and it will call in a regiment of Cuccos to fight you. Having to challenge so much perilous poultry will make getting an A-Rank much harder.

Defeat the enemy Commander

You can find Darknut in the Enemy Base Keep.

G-9

A Warrior of Light!

Limited Warrior: Impa (Recommended Level: 15)

Unlockables

Impa's Naginata (Victory Reward)

Impa—Heart Container (in the Fairy Fountain)

Impa—Piece of Heart (in the Castle Keep)

Search Item

None

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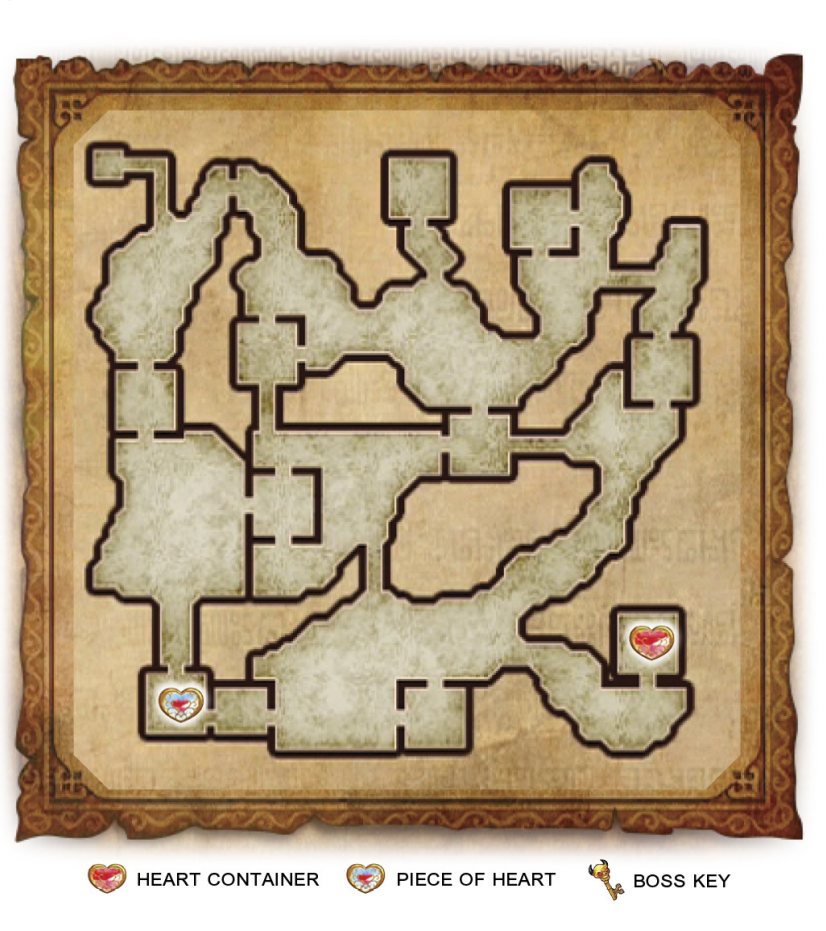
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Hyrule Field



Victory Conditions

Defeat Lizalfos.

Defeat Conditions

If Zelda flees or the Allied Base falls.

Stop the Bombchus from infiltrating allied Keeps

They come one after the other. You can follow their destination by looking at the arrows on the minimap. Defeat them before the timer at the top of the screen depletes to keep them from destroying an allied Keep.

Defeat the Messengers before they call in reinforcements

Messengers will appear on the field and attempt to make it to a Keep on the opposite side of the battlefield. Defeat them before they reach their destination to prevent them from calling in enemy reinforcements.

Defeat the enemy Commander

You can find Lizalfos in the Enemy Base Keep.

G-10

Defeat all Giant Bosses within 10 minutes!

Limited Warrior: Lana (Recommend Level: 20)

Unlockables

Compass

Lana—Heart Container (A-Rank)

Search Item

None

Defeat all Giant Bosses! Scenarios require you to do just that: defeat all giant bosses on the map within the time limit. These Scenarios almost always consistent of two or three of the same boss attacking different corners of a confined map at once. Pick your strongest Warrior and challenge the Giant Bosses one at a time and you'll be fine. Just try to divide up your time evenly for each of the bosses. If you notice that fighting any monster is taking more than half of your time for any monster, quit the Scenario, level up your character, and try again. If that still doesn't cut it, unlock some of the stronger Weapons in Adventure Mode and come back at a later time.

A-RANK

TIME—7 minutes or less.

HEALTH—4,000 or less damage.

Two Gohmas

Gohmas are probably the easiest of the Giant Boss monsters in Hyrule Warriors. Wait until they fire their laser, dodge it, and then shoot them in the eye with the Bow to make their Weak Point Marks appear.

Lana's Y Y Y X combo does massive damage to Weak Point Marks—she is even able to do a Weak Point Smash the first time a Mark is shown. Use it relentlessly to make short work of all the enemies on this field.

You'll also have to contend with enemy Lizalfos scattered around the field. Your best bet is to clear them out if they are too close to your battle with Gohma; they can be very bothersome while you're trying to activate a Weak Point Smash.

G-11

Defeat the Commanders of two armies!

Limited Warrior: Impa (Recommended Level: 20)

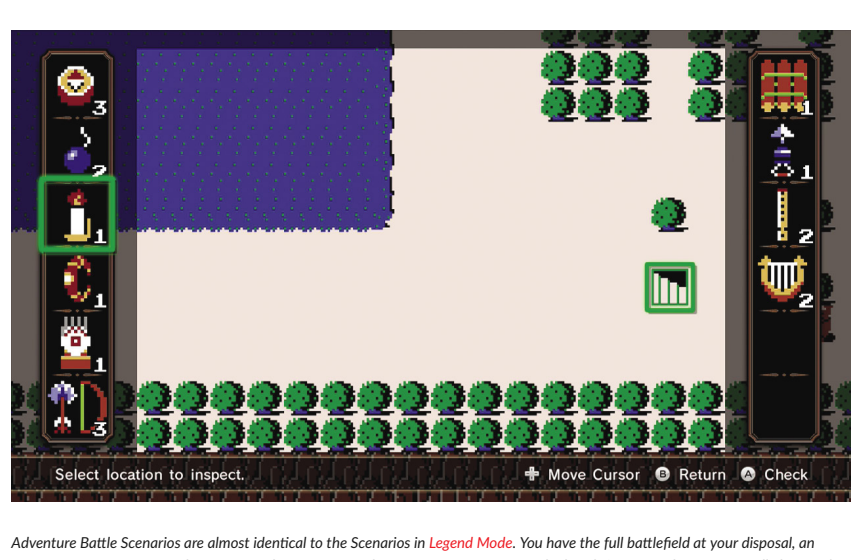
Unlockables

Impa—Heart Container (in the Fairy Fountain Keep)

Impa—Piece of Heart (Random)

Search Item

Candle: Impa's Scorching Naginata (A-Rank)



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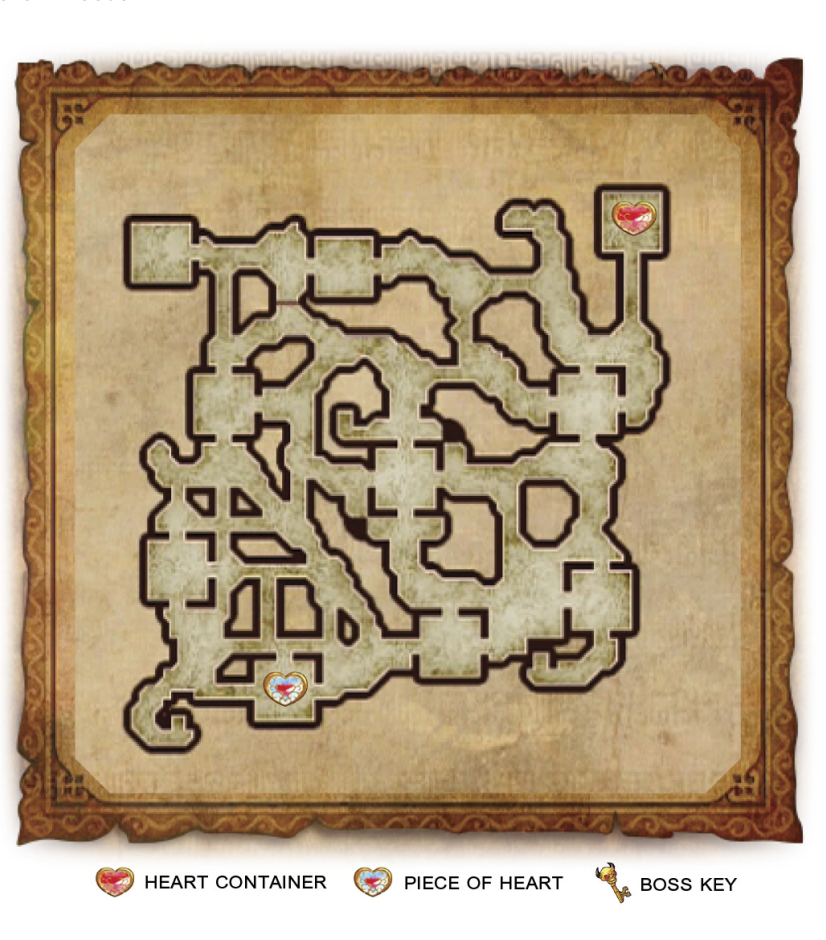
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Faron Woods



Victory Conditions

Defeat Moblin and Darknut.

Defeat Conditions

If Zelda flees or the Allied Base falls.

Defeat a valued enemy Captain

A Captain from both enemy armies will appear on the map. Find the nearest one and defeat it to gain access to that Captain's Commander.

For this stage, the best Captain to attack first is the Rogue Forces one. It'll enter the battlefield directly above your starting location, so work your way south at the start of the battle. After you've defeated it, head to the Rogue Base and take out Darknut to defeat the Rogue Forces.

Now you'll just have to defeat the Moblin marked on your minimap to open the gates to the Enemy Base.

A chest is hidden in a Keep somewhere

Impa's Piece of Heart for this Scenario is hidden in one of the marked Keeps on your minimap. Unfortunately, its location is random, so you'll have to capture each Keep until you find the Piece of Heart.

Defeat the enemy Commander

You can find Moblin in the Enemy Base Keep.

G-12

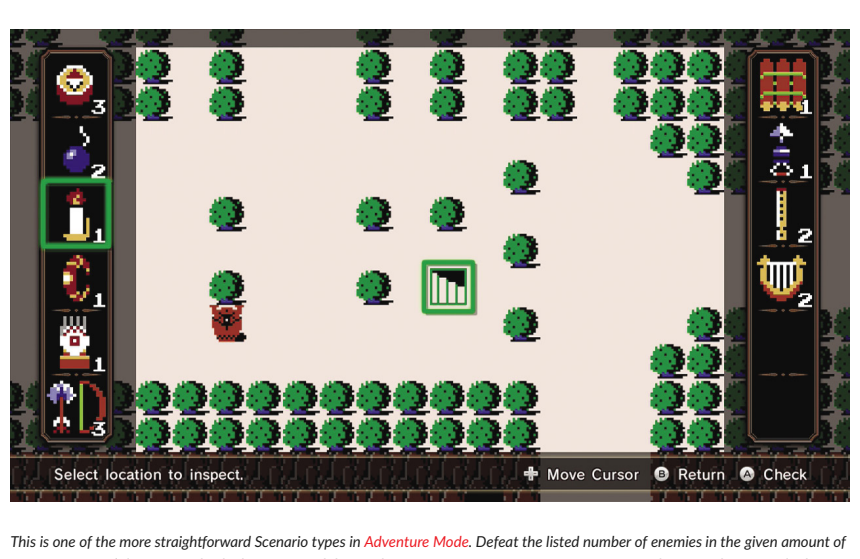
Defeat 800 enemies within 10 minutes!

Unlockables

Water Bombs

Search Item

Candle: Sheik—Heart Container (A-Rank)



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A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

G-13

Missing Enemies

You must use a Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

Defeat all enemies!

Unlockables

Hookshot

Agitha—Piece of Heart (A-Rank)

Search Item

None

Defeat all Enemies! Scenarios are incredibly straightforward. If you've done Quiz and Defeat X Enemies Within X Time Scenarios, you're pretty much prepared for what these will throw at you. Your job is to fight two or more Captains/Warriors/Bosses at the same time, defeat them, and then move on to another Keep to fight a new set of Captains/Warriors/Bosses. Avoid taking too much damage and defeat the enemies swiftly and you'll walk out of these battles with an A-Rank.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

Mission Briefing

The biggest obstacles in this Scenario are the Deku Babas that appear in each of the three Keeps you'll visit. The best way to deal with these enemies is to stand just outside the door of the Keep, equip your Bow, and fire at them. As soon as you enter the Keep, the doors will slam shut and enemies will appear, making it far more difficult to take out the Deku Babas. If you can target the Deku Babas before entering the Keep, however, it'll make each fight much easier.

It's recommended that you use Link and his Master Sword for this Scenario. His Y Y X makes it very easy to destroy The Imprisoned's toes without putting yourself in danger.

ReDead Knight and Two of The Imprisoned

Defeat the ReDead Knight first, then focus on the two smaller versions of The Imprisoned. The little guys can spit dark energy at you from across the room and they're incredibly accurate. They can also create shock waves while standing still and wiggling their toes, so run a good distance away from them if you see them lower their heads for an extended amount of time. Use your Special Attack on the smaller versions of The Imprisoned every time you fill up a bar of your Special Attack Meter to make quick work of them.

Volga and ReDead Knight

Take out the ReDead Knight first again to keep it from freezing you while you're fighting Volga. When you face off with Volga, continually attack him until he begins to block. When you see his guard come up, continue your assault. He'll eventually do a lunge attack after using a Force Blast to push you away. Whenever he does a lunge attack, his Weak Point Mark appears. Hit him with a few Weak Point Smashes to defeat him.

Three of The Imprisoned

You're tasked with fighting three of The Imprisoned—two miniature ones and a normal one—while inside a Keep. Focus on the two smaller versions of The Imprisoned first. The little guys can spit dark energy at you from across the room and they're incredibly accurate. They can also create shock waves while standing still and wiggling their toes, so run a good distance away from them if you see them lower their heads for an extended amount of time. They'll frequently interrupt your attempts at lowering the larger Giant Boss's Weak Point Mark with their attacks.

All of that being said, there is one attack from the larger of The Imprisoned that you absolutely much watch for. If you see red electricity cover the ground, run as quickly as you can to the side of the room opposite the larger of The Imprisoned. After 10 or so seconds, The Imprisoned will do a devastating electric attack if you're standing in its electric circle. It can be tough to find a safe spot to hide from this attack inside this Keep, but if you aim for any point that is farthest from The Imprisoned, you should be able to find a spot that the electricity doesn't reach.

Use your Special Attack on the smaller versions of The Imprisoned every time you fill up a bar of your Special Attack Meter. Once you've defeated the two smaller Giant Bosses, attack the larger of The Imprisoned the same as you would in a normal fight with it: by attacking its toes. Whenever you fill up a bar of your Special Attack Meter, run directly behind its feet and use your Special Attack. We found that the Special Attack has a higher chance of destroying all of The Imprisoned's toes at once if you're standing directly behind its feet.

G-14

Missing Enemies

You must use a Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

Dungeon 8: Defeat the forest dragon!

Limited Warrior: Link and his Gauntlets (Recommended Level: 40)

Unlockables

Link—Piece of Heart (in the N. Entrance Keep)

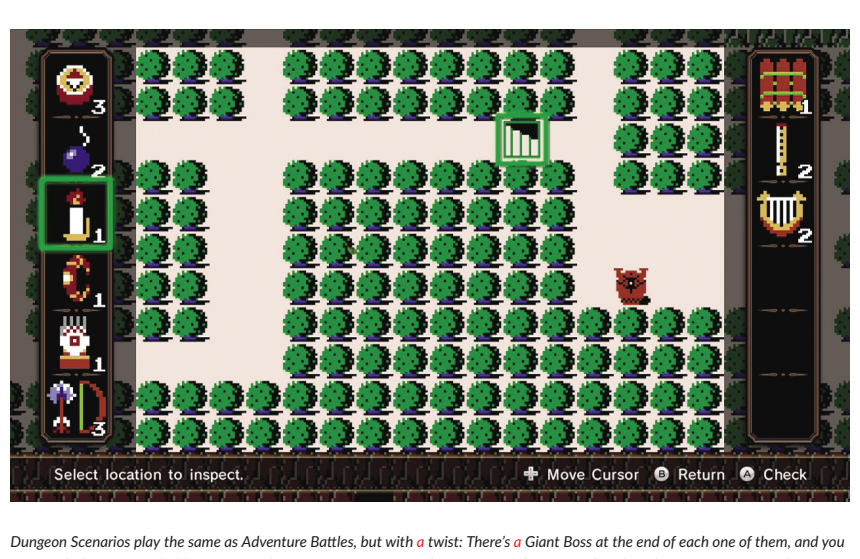
1,000 KO Gold Skulltula

Second Gold Skulltula

Boss Key (in the Central Keep)

Search Item

Candle: Link's Power Gloves (A-Rank)



Dungeon Scenarios play the same as Adventure Battles, but with a twist: There's a Giant Boss at the end of each one of them, and you must grab the Boss Key hidden in one of the enemy Keeps to open the Enemy Base's gates. Other than that, you can expect the same kind of battle you'd get from an Adventure Battle.

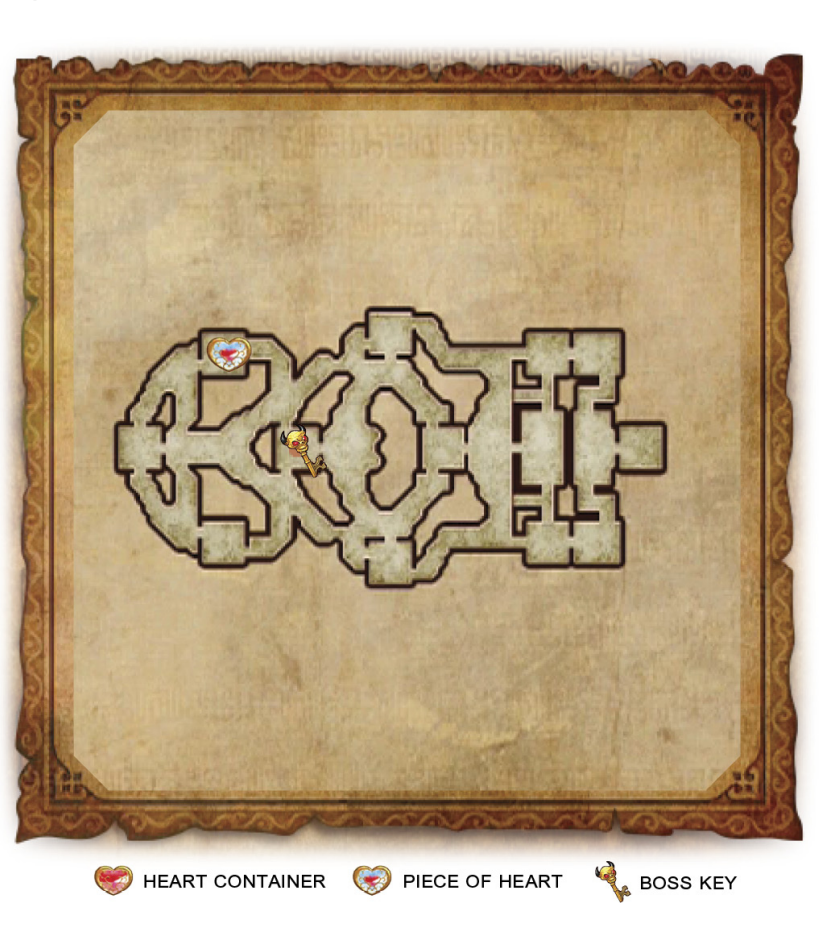
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Temple of the Sacred Sword



Victory Conditions

Defeat Zelda.

Defeat Conditions

If Impa flees or the Allied Base falls.

Defeat all enemy Captains to lure the Commander

You need to defeat the three Captains that are marked on your minimap to progress the mission.

Defeat the enemy Commander

You can find Zelda in the Enemy Base Keep. You'll need to grab the Boss Key from the Central Keep before you gain entrance to the Enemy Base. Once you've got it, approach the gates of the Enemy Base Keep and they'll open automatically.

Defeat Argorok to win

Stay to the side or behind Argorok to avoid most of its attacks. Use your Hookshot on it every time its tail glows blue to pull it out of the air and reveal its Weak Point Mark. Perform some Weak Point Smashes to bring Argorok down for good.

Defeat the Rally Captain

After Argorok appears, a Rally Captain will enter the field. Rally Captains boost the morale of enemy troops, so taking them out swiftly should be high on your priority list.

G-15

Fight through the travel memories quiz!

Unlockables

Harp

Darunia—Piece of Heart (A-Rank)

Search Item

None

Quizzes are Scenarios where you have to answer three questions about a specific Zelda title or element in Hyrule Warriors. The questions will always be answered by defeating the enemy that matches the description. For example: a question could say, "Defeat the enemy that holds a shield." Two enemies will appear: a Big Poe and a Shield Moblin. Just defeat the enemy holding the shield and you'll have successfully answered the question. It's that easy. Just be careful not to defeat the wrong enemy while fighting the right one and you'll have no issues with these challenges.

A-RANK

TIME—15 minutes or less.

HEALTH—4,000 or less damage.

Defeat the foe from Hyrule Field

The correct answer is Lizalfos.

Defeat the Deku Tree's attacker

The correct answer is Wizzro.

Defeat the summoner of monsters

The correct answer is Cia.

G-16

Watch out for falling artillery fire!

Unlockables

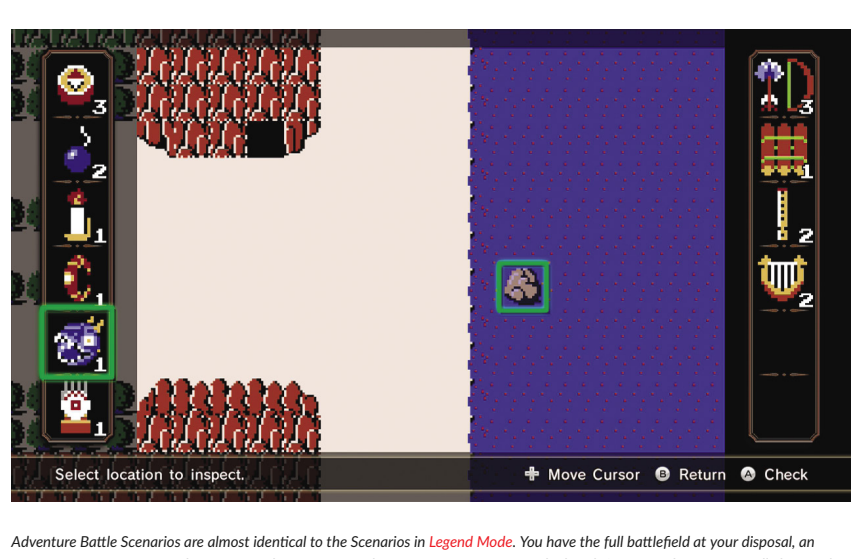
Ghirahim—Piece of Heart (in the Northwest Keep)

1,000 KO Gold Skulltula

Second Gold Skulltula

Search Item

Water Bombs: Zant—Heart Container (A-Rank)



Adventure Battle Scenarios are almost identical to the Scenarios in Legend Mode. You have the full battlefield at your disposal, an enemy Captain/Warrior to defeat to win the Scenario, and teammates to assist you. The key difference is that you typically have only a single mission that appears at the start of the battle, which makes up the bulk of the entire fight. Once that mission is completed, you need only to defeat the enemy Commander to win the Scenario.

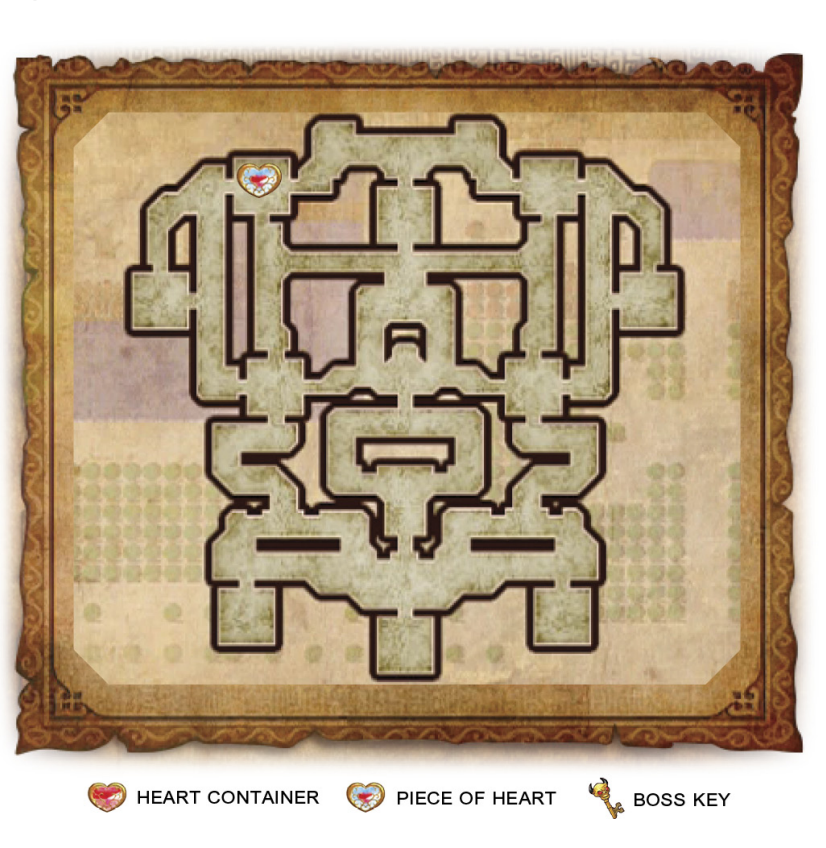
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Temple of Souls



Victory Conditions

Defeat Ruto.

Defeat Conditions

If Midna flees or the Allied Base falls.

Defend allied Keeps and defeat enemy forces

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder, and you'll then be tasked with recapturing that Keep.

Ignore the Bombchu in the southeast corner of the map and attack the northeastern Bombchu while keeping an eye on the central northern one. The northeastern Bombchu is right by your starting location; that's why attacking it first is the best choice. Be extremely quick about it, however. The central northern Bombchu will move first and reach its destination incredibly fast.

Destroy the central northern Bombchu, then the southeastern one. Now, focus on clearing your Keeps of the Captains that have undoubtedly invaded them. Don't linger in one spot for too long and focus on Keeps that have a lot of enemy Captains in them, instead of trying to protect your Keeps with only one or two enemy Captains.

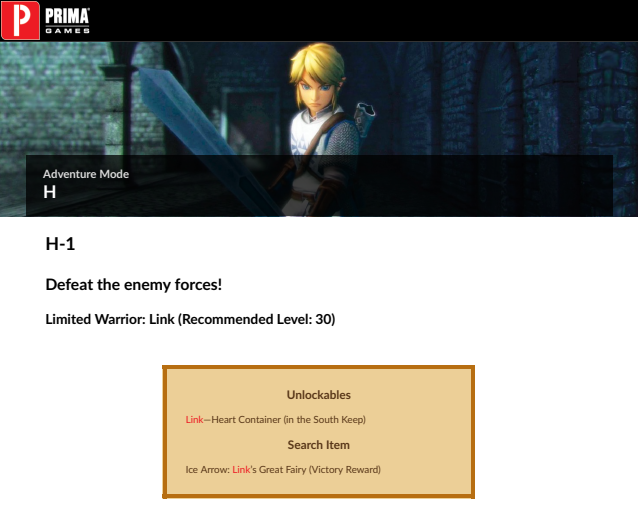
Once you've defeated the Bombchus, the mission will be finished. Just be sure to look out for a forth Bombchu that will start just below the Allied Base and move into the Allied Base itself.

Defeat the Manhandla Stalks

Immediately after starting this Scenario, Manhandla Stalks will appear and begin launching seeds all over the map. Don't delay: Look for their location on the Battlefield Info screen and take them out immediately to stop the attack.

Defeat the enemy Commander

You can find Ruto in the Enemy Base Keep.



Adventure Mode

H

H-1

Defeat the enemy forces!

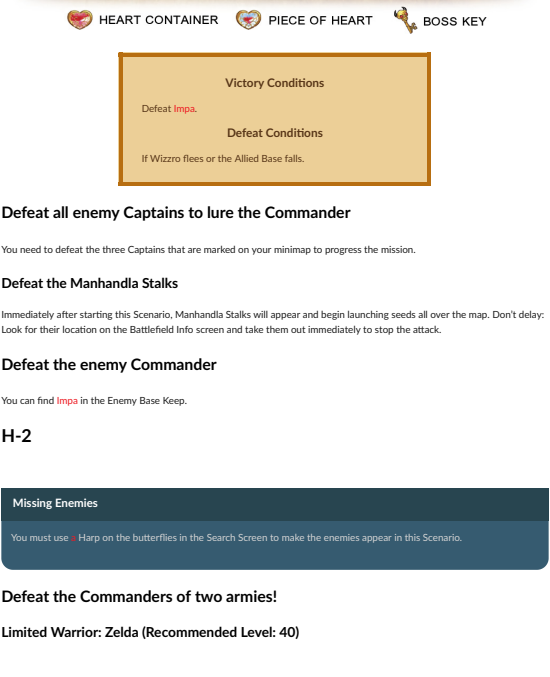
Limited Warrior: Link (Recommended Level: 30)

Unlockables

Link—Heart Container (in the South Keep)

Search Item

Ice Arrow: Link's Great Fairy (Victory Reward)



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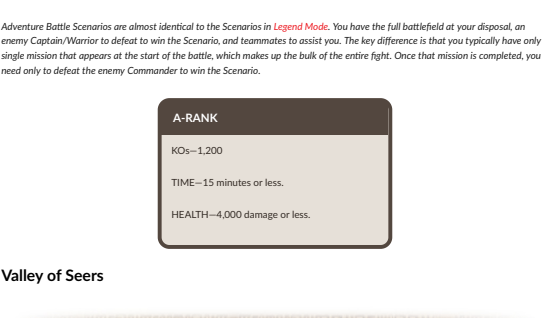
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Sealed Grounds



Victory Conditions

Defeat Impa.

Defeat Conditions

If Wizzro flees or the Allied Base falls.

Defeat all enemy Captains to lure the Commander

You need to defeat the three Captains that are marked on your minimap to progress the mission.

Defeat the Manhandla Stalks

Immediately after starting this Scenario, Manhandla Stalks will appear and begin launching seeds all over the map. Don't delay: Look for their location on the Battlefield Info screen and take them out immediately to stop the attack.

Defeat the enemy Commander

You can find Impa in the Enemy Base Keep.

H-2

Missing Enemies

You must use Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

Defeat the Commanders of two armies!

Limited Warrior: Zelda (Recommended Level: 40)

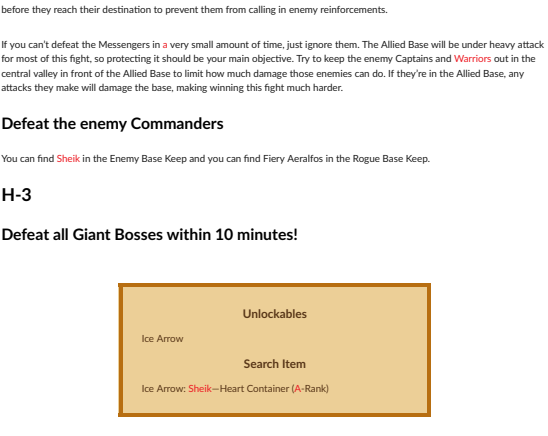
Unlockables

Zelda—Heart Container (in the East Room Keep)

Zelda—Piece of Heart (in the South Temple Keep)

Search Item

Bombs: Zelda's Sacred Baton (A-Rank)



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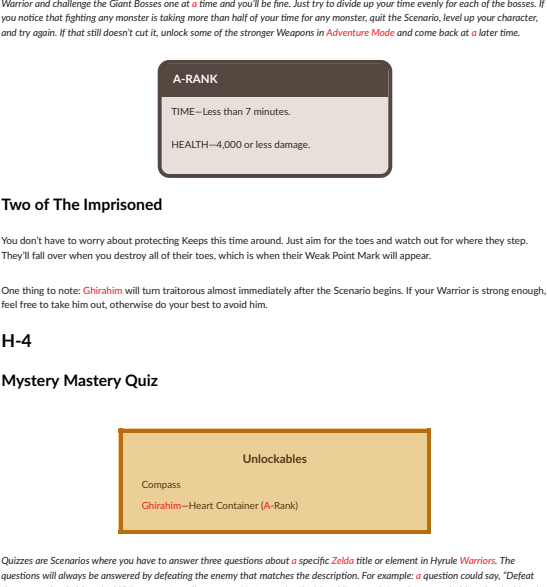
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Valley of Seers



Victory Conditions

Defeat Sheik and Fiery Aeralfos.

Defeat Conditions

If Ghirahim flees or the Allied Base falls.

Defeat a valued enemy Captain

A Captain from both enemy armies will appear on the map. Find the nearest one and defeat it to gain access to that Captain's Commander.

For this stage, the best Captain to attack first is the Rogue Forces one. It'll enter the battlefield directly south of your starting location, so work your way south at the start of the battle.

Defeat the Messengers before they call in reinforcements

Messengers will appear on the field and attempt to make it to a Keep on the opposite side of the battlefield. Defeat them before they reach their destination to prevent them from calling in enemy reinforcements.

If you can't defeat the Messengers in a very small amount of time, just ignore them. The Allied Base will be under heavy attack for most of this fight, so protecting it should be your main objective. Try to keep the enemy Captains and Warriors out in the central valley in front of the Allied Base to limit how much damage those enemies can do. If they're in the Allied Base, any attacks they make will damage the base, making winning this fight much harder.

Defeat the enemy Commanders

You can find Sheik in the Enemy Base Keep and you can find Fiery Aeralfos in the Rogue Base Keep.

H-3

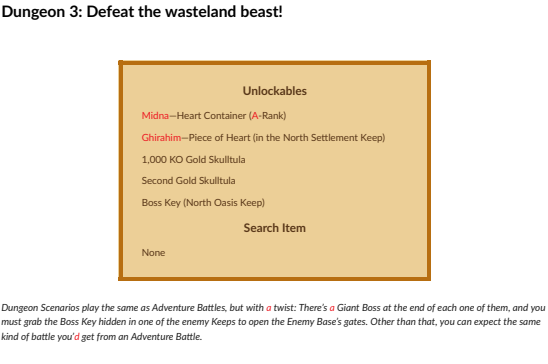
Defeat all Giant Bosses within 10 minutes!

Unlockables

Ice Arrow

Search Item

Ice Arrow: Sheik—Heart Container (A-Rank)



Defeat all Giant Bosses! Scenarios require you to do just that: defeat all giant bosses on the map within the time limit. These Scenarios almost always consist of two or three of the same boss attacking different corners of a confined map at once. Pick your strongest Warrior and challenge the Giant Bosses one at a time and you'll be fine. Just try to divide up your time evenly for each of the bosses. If you notice that fighting any monster is taking more than half of your time for any monster, quit the Scenario, level up your character, and try again. If that still doesn't cut it, unlock some of the stronger Weapons in Adventure Mode and come back at a later time.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

Two of The Imprisoned

You don't have to worry about protecting Keeps this time around. Just aim for the toes and watch out for where they step. They'll fall over when you destroy all of their toes, which is when their Weak Point Mark will appear.

One thing to note: Ghirahim will turn traitorous almost immediately after the Scenario begins. If your Warrior is strong enough, feel free to take him out, otherwise do your best to avoid him.

H-4

Mystery Mastery Quiz

Unlockables

Compass

Ghirahim—Heart Container (A-Rank)

Quizzes are Scenarios where you have to answer three questions about a specific Zelda title or element in Hyrule Warriors. The questions will always be answered by defeating the enemy that matches the description. For example: a question could say, "Defeat the enemy that holds a shield." Two enemies will appear: a Big Poe and a Shield Moblin. Just defeat the enemy holding the shield and you'll have successfully answered the question. It's that easy. Just be careful not to defeat the wrong enemy while fighting the right one and you'll have no issues with these challenges.

A-RANK

TIME—15 minutes or less.

HEALTH—4,000 or less damage.

Defeat the one weak to the Hookshot

The correct answer is Aeralfos.

Defeat the one weak to Bombs

The correct answer is Shield Moblin.

Defeat the one weak to Arrows

The correct answer is Big Poe.

H-5

Dungeon 3: Defeat the wasteland beast!

Unlockables

Midna—Heart Container (A-Rank)

Ghirahim—Piece of Heart (in the North Settlement Keep)

1,000 KO Gold Skulltula

Second Gold Skulltula

Boss Key (North Oasis Keep)

Search Item

None

Dungeon Scenarios play the same as Adventure Battles, but with a twist: There's a Giant Boss at the end of each one of them, and you must grab the Boss Key hidden in one of the enemy Keeps to open the Enemy Base's gates. Other than that, you can expect the same kind of battle you'd get from an Adventure Battle.

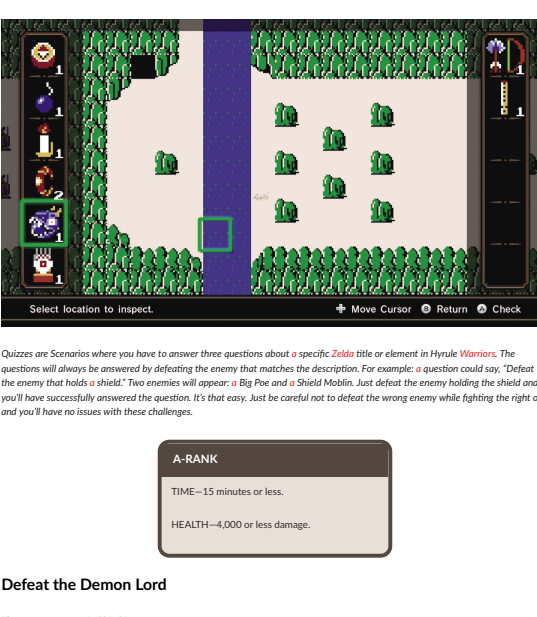
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Gerudo Desert



Victory Conditions

Defeat Midna.

Defeat Conditions

If Lana flees or the Allied Base falls.

Defend allied Keeps and defeat enemy forces

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder, and you'll then be tasked with recapturing that Keep.

The enemy forces will use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be top priority.

Ignore the Bombchu in the southwest corner of the map and attack the northern Bombchu while keeping an eye on the eastern one. The northern Bombchu will reach its destination (the Rockface Keep) before the other two will, that's why attacking it first is important.

Destroy the eastern Bombchu, then the southwestern one. Now, focus on clearing your Keeps of Captains that have undoubtedly invaded them. Don't linger in one spot for too long and focus on Keeps that have a lot of enemy Captains in them, instead of trying to protect your Keeps with only one or two enemy Captains.

Once you've defeated the Bombchus, the mission will be finished.

Defeat the Messengers before they call in reinforcements

Messengers will appear on the field and attempt to make it to a Keep on the opposite side of the battlefield. Defeat them before they reach their destination to prevent them from calling in enemy reinforcements.

Defeat the enemy Commander

You'll find Midna in the Enemy Base Keep. To reach her, you must find the Boss Key in the North Oasis Keep. Once you have the Boss Key, approach the Enemy Base Keep and the gates will open.

Defeat Gohma to win

After defeating Midna, Gohma will enter the battlefield near the Allied Base. Use your Bow to shoot its eye when it turns blue to reveal its Weak Point Mark. Hit it with a handful of Weak Point Smashes to win.

H-6

Skyward Sword Quiz

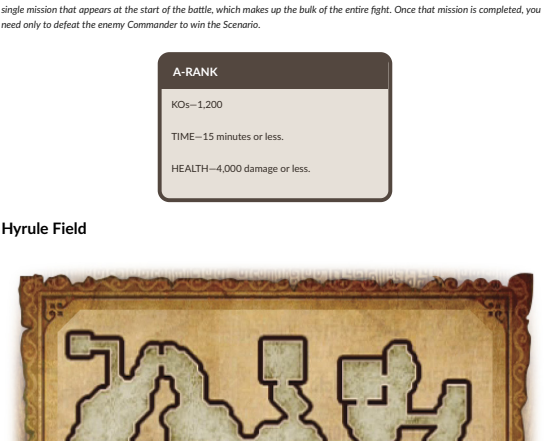
Limited Warrior: Fi

Unlockables

Compass

Search Item

Water Bombs: Fi—Piece of Heart (A-Rank)



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A-RANK

TIME—15 minutes or less.

HEALTH—4,000 or less damage.

Defeat the Demon Lord

The correct answer is Ghirahim.

Defeat the heavyweight

The correct answer is the Shield Moblin.

Defeat the spirit of the sword

The correct answer is Fi.

H-7

A Warrior of Light!

Unlockables

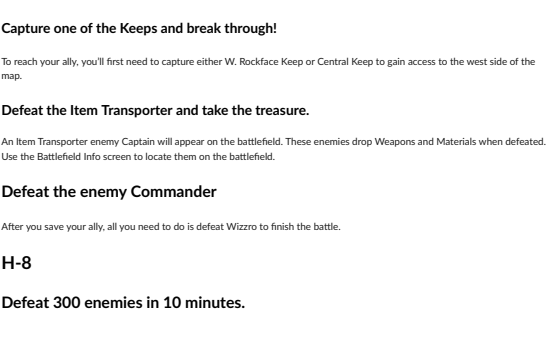
Ghirahim—Piece of Heart (on the Battlefield)

1,000 KO Gold Skulltula

Second Gold Skulltula

Search Item

Bombs: Sheik—Heart Container (A-Rank)



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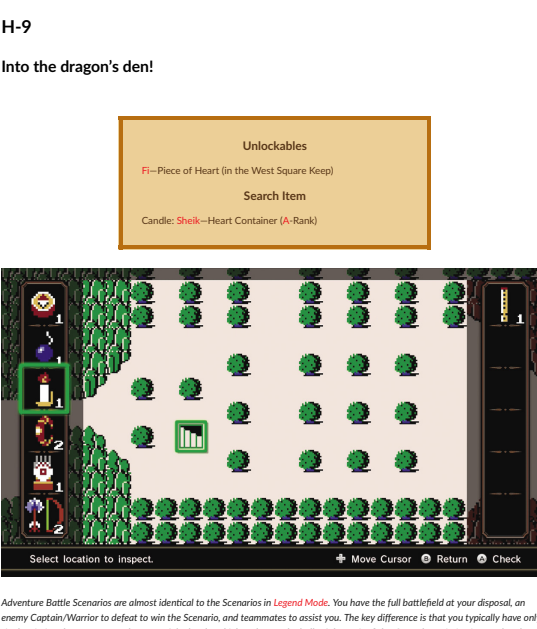
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Hyrule Field



Victory Conditions

Defeat Wizzro.

Defeat Conditions

If Zelda or Sheik flees.

Save the Stranded Allied Forces!

One of your allies is stuck on the west side of the battlefield. You need to get over there and defeat the marked enemy Captains to free your ally.

Capture one of the Keeps and break through!

To reach your ally, you'll first need to capture either W. Rockface Keep or Central Keep to gain access to the west side of the map.

Defeat the Item Transporter and take the treasure.

An Item Transporter enemy Captain will appear on the battlefield. These enemies drop Weapons and Materials when defeated. Use the Battlefield Info screen to locate them on the battlefield.

Defeat the enemy Commander

After you save your ally, all you need to do is defeat Wizzro to finish the battle.

H-8

Defeat 300 enemies in 10 minutes.

Unlockables

Fi—Piece of Heart (A-Rank)

This is one of the more straightforward Scenario types in Adventure Mode. Defeat the listed number of enemies in the given amount of time to win. Don't linger on individual enemies and do your best to ignore enemy Warriors, Captains, and Bosses; they are only there to distract you from your goal. Enemy Warriors and Captains will boost the morale of the enemy troops currently in the battlefield, but unless you're struggling to survive, you can feel free to carry on defeating enemies as usual.

A-RANK

TIME—7 minutes or less.

HEALTH—4,000 or less damage.

H-9

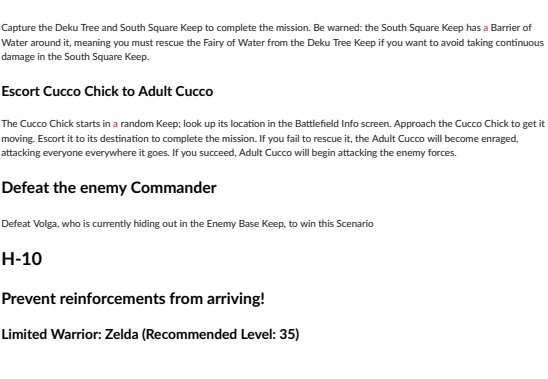
Into the dragon's den!

Unlockables

Fi—Piece of Heart (in the West Square Keep)

Search Item

Candle: Sheik—Heart Container (A-Rank)



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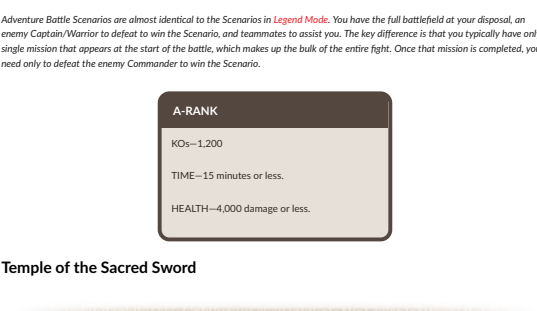
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Faron Woods



Victory Conditions

Defeat Volga.

Defeat Conditions

If Zelda flees or the Allied Base falls.

Capture all keeps and weaken the enemy!

Capture the Deku Tree and South Square Keep to complete the mission. Be warned: the South Square Keep has a Barrier of Water around it, meaning you must rescue the Fairy of Water from the Deku Tree Keep if you want to avoid taking continuous damage in the South Square Keep.

Escort Cucco Chick to Adult Cucco

The Cucco Chick starts in a random Keep; look up its location in the Battlefield Info screen. Approach the Cucco Chick to get it moving. Escort it to its destination to complete the mission. If you fail to rescue it, the Adult Cucco will become enraged, attacking everyone everywhere it goes. If you succeed, Adult Cucco will begin attacking the enemy forces.

Defeat the enemy Commander

Defeat Volga, who is currently hiding out in the Enemy Base Keep, to win this Scenario

H-10

Prevent reinforcements from arriving!

Limited Warrior: Zelda (Recommended Level: 35)

Unlockables

Zelda—Heart Container (A-Rank)

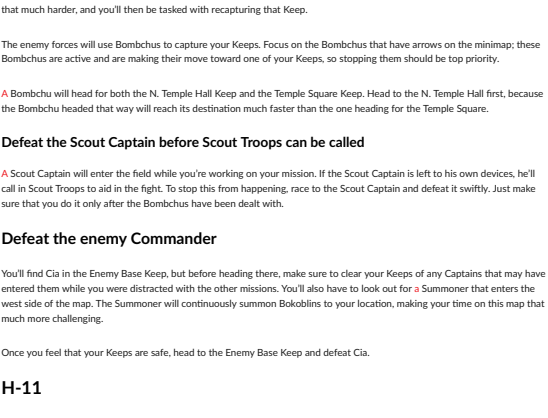
Zelda—Piece of Heart (in the Central Keep)

1,000 KO Skulltula

Second Gold Skulltula

Search Item

Power Bracelet: Zelda—Heart Container (A-Rank)



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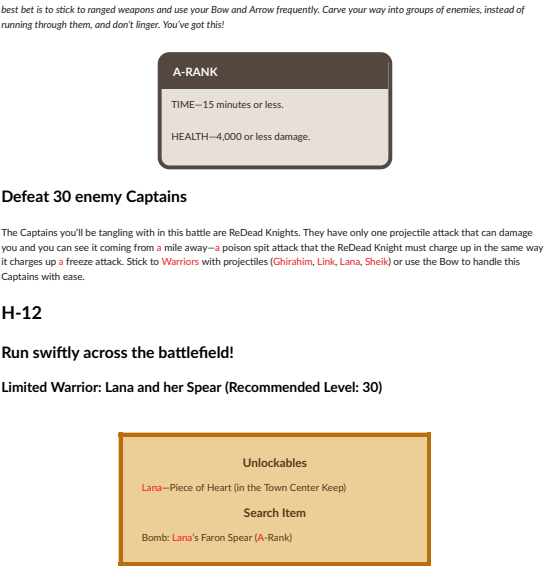
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Temple of the Sacred Sword



Victory Conditions

Defeat Cia.

Defeat Conditions

If Link flees or the Allied Base falls.

Defend allied Keeps and defeat enemy forces

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder, and you'll then be tasked with recapturing that Keep.

The enemy forces will use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be top priority.

A Bombchu will head for both the N. Temple Hall Keep and the Temple Square Keep. Head to the N. Temple Hall first, because the Bombchu headed that way will reach its destination much faster than the one heading for the Temple Square.

Defeat the Scout Captain before Scout Troops can be called

A Scout Captain will enter the field while you're working on your mission. If the Scout Captain is left to his own devices, he'll call in Scout Troops to aid in the fight. To stop this from happening, race to the Scout Captain and defeat it swiftly. Just make sure that you do it only after the Bombchus have been dealt with.

Defeat the enemy Commander

You'll find Cia in the Enemy Base Keep, but before heading there, make sure to clear your Keeps of any Captains that may have entered them while you were distracted with the other missions. You'll also have to look out for a Summoner that enters the west side of the map. The Summoner will continuously summon Bokoblins to your location, making your time on this map that much more challenging.

Once you feel that your Keeps are safe, head to the Enemy Base Keep and defeat Cia.

H-11

Watch out! All attacks are devastating!

Unlockables

Sheik—Piece of Heart (A-Rank)

Search Item

None

Watch Out! Scenarios can get pretty hairy if you don't, well, watch out! Any enemy in these battles—even the basic soldier—can take you down to a quarter heart in a single hit. Basically, you can take two hits before you fail the Scenario. Luckily, these are incredibly straightforward fights, working similarly to the Defeat all enemies! Scenarios. Your goal is to defeat a certain number of Captains. Your best bet is to stick to ranged weapons and use your Bow and Arrow frequently. Carve your way into groups of enemies, instead of running through them, and don't linger. You've got this!

A-RANK

TIME—15 minutes or less.

HEALTH—4,000 or less damage.

Defeat 30 enemy Captains

The Captains you'll be tangling with in this battle are ReDead Knights. They have only one projectile attack that can damage you and you can see it coming from a mile away—a poison spit attack that the ReDead Knight must charge up in the same way it charges up a freeze attack. Stick to Warriors with projectiles (Ghirahim, Link, Lana, Sheik) or use the Bow to handle this Captains with ease.

H-12

Run swiftly across the battlefield!

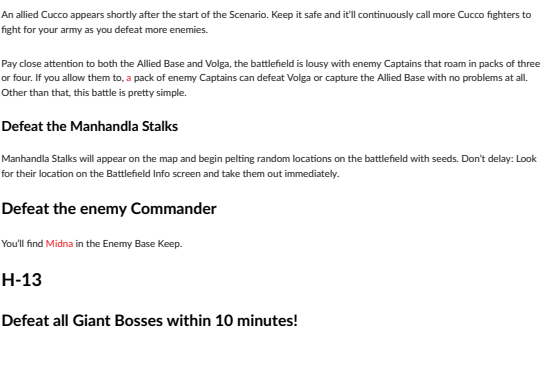
Limited Warrior: Lana and her Spear (Recommended Level: 30)

Unlockables

Lana—Piece of Heart (in the Town Center Keep)

Search Item

Bomb: Lana's Faron Spear (A-Rank)



Adventure Battle Scenarios are almost identical to the Scenarios in Legend Mode. You have the full battlefield at your disposal, an enemy Captain/Warrior to defeat to win the Scenario, and teammates to assist you. The key difference is that you typically have only a single mission that appears at the start of the battle, which makes up the bulk of the entire fight. Once that mission is completed, you need only to defeat the enemy Commander to win the Scenario.

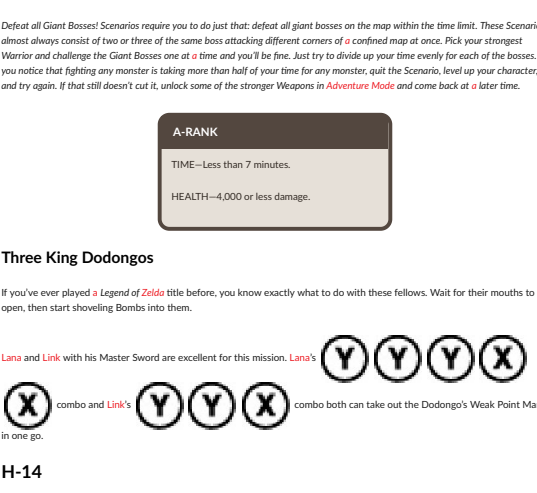
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Skyloft



Victory Conditions

Defeat Midna.

Defeat Conditions

If Volga flees or the Allied Base falls.

Defeat all enemy Captains to lure the Commander

You need to defeat the three Captains that are marked on your minimap to progress the mission.

An allied Cucco appears shortly after the start of the Scenario. Keep it safe and it'll continuously call more Cucco fighters to fight for your army as you defeat more enemies.

Pay close attention to both the Allied Base and Volga, the battlefield is busy with enemy Captains that roam in packs of three or four. If you allow them to, a pack of enemy Captains can defeat Volga or capture the Allied Base with no problems at all. Other than that, this battle is pretty simple.

Defeat the Manhandla Stalks

Manhandla Stalks will appear on the map and begin pelting random locations on the battlefield with seeds. Don't delay: Look for their location on the Battlefield Info screen and take them out immediately.

Defeat the enemy Commander

You'll find Midna in the Enemy Base Keep.

H-13

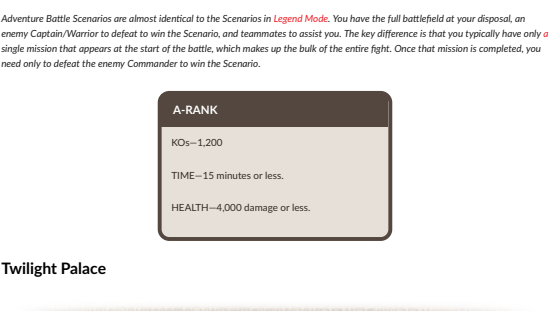
Defeat all Giant Bosses within 10 minutes!

Unlockables

Bombs

Search Item

Bombs: Ghirahim—Heart Container (A-Rank)



Defeat all Giant Bosses! Scenarios require you to do just that: defeat all giant bosses on the map within the time limit. These Scenarios almost always consist of two or three of the same boss attacking different corners of a confined map at once. Pick your strongest Warrior and challenge the Giant Bosses one at a time and you'll be fine. Just try to divide up your time evenly for each of the bosses. If you notice that fighting any monster is taking more than half of your time for any monster, quit the Scenario, level up your character, and try again. If that still doesn't cut it, unlock some of the stronger Weapons in Adventure Mode and come back at a later time.

A-RANK

TIME—Less than 7 minutes.

HEALTH—4,000 or less damage.

Three King Dodongos

If you've ever played a Legend of Zelda title before, you know exactly what to do with these fellows. Wait for their mouths to open, then start shoveling Bombs into them.

Lana and Link with his Master Sword are excellent for this mission. Lana's Y Y Y X X combo and Link's Y Y X combo both can take out the Dodongo's Weak Point Mark in one go.

H-14

Defeat the Shield Moblin Forces!

Limited Warrior: Fi (Recommended Level: 35)

Unlockables

Fi—Heart Container (in the Lower Level East Keep)

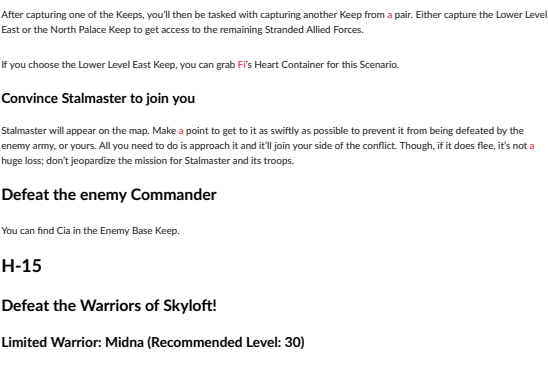
Fi—Piece of Heart (in the Southeast Square Keep)

1,000 KO Skulltula

Second Gold Skulltula

Search Item

Bomb: Fi's True Goddess Blade (A-Rank)



Adventure Battle Scenarios are almost identical to the Scenarios in Legend Mode. You have the full battlefield at your disposal, an enemy Captain/Warrior to defeat to win the Scenario, and teammates to assist you. The key difference is that you typically have only a single mission that appears at the start of the battle, which makes up the bulk of the entire fight. Once that mission is completed, you need only to defeat the enemy Commander to win the Scenario.

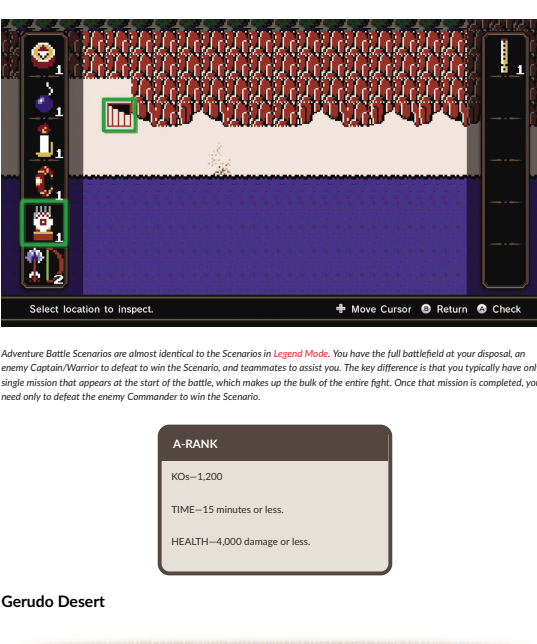
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Twilight Palace



Victory Conditions

Defeat Cia.

Defeat Conditions

If Zelda or Lana flees.

Save the Stranded Allied Forces!

A group of your allies are scattered and stuck around the battlefield. You need to get over to them and defeat the marked enemy Captains to free your allies. Before you can do that, you need to capture either the Central Square or West Square Keep. This will open a gate in the Keep you captured, which will give you access to the northern half of the map.

After capturing one of the Keeps, you'll then be tasked with capturing another Keep from a pair. Either capture the Lower Level East or the North Palace Keep to get access to the remaining Stranded Allied Forces.

If you choose the Lower Level East Keep, you can grab Fi's Heart Container for this Scenario.

Convince Stalmaster to join you

Stalmaster will appear on the map. Make a point to get to it as swiftly as possible to prevent it from being defeated by the enemy army, or yours. All you need to do is approach it and it'll join your side of the conflict. Though, if it does flee, it's not a huge loss; don't jeopardize the mission for Stalmaster and its troops.

Defeat the enemy Commander

You can find Cia in the Enemy Base Keep.

H-15

Defeat the Warriors of Skyloft!

Limited Warrior: Midna (Recommended Level: 30)

Unlockables

Midna—Heart Container (in the North Oasis Keep)

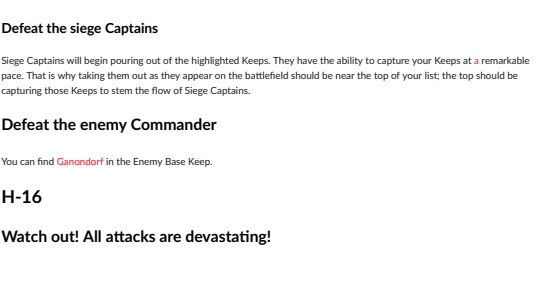
Midna—Piece of Heart (in the North Settlement Keep)

1,000 KO Skulltula

Second Gold Skulltula

Search Item

Digging Claws: Midna's Sol Shackle (A-Rank)



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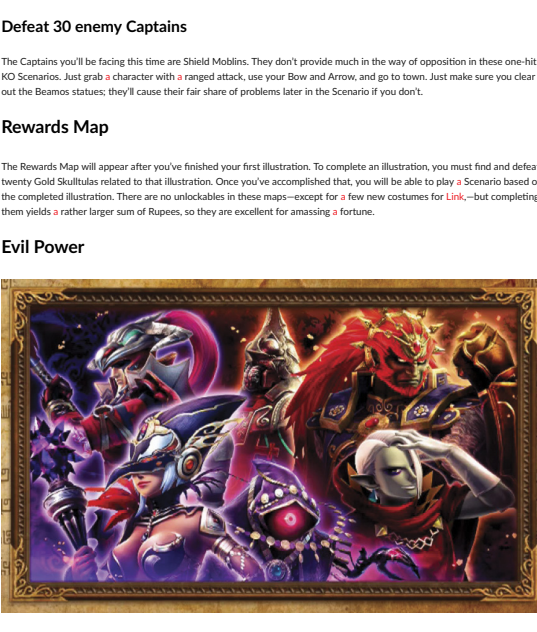
A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Gerudo Desert



Victory Conditions

Defeat Ganondorf.

Defeat Conditions

If Lana flees or the Allied Base falls.

Capture all Keeps and weaken the enemy!

In order to complete this mission, you need to capture the Rockface, North Oasis, S. Desert, and N. Settlement Keeps.

Defeat the siege Captains

Siege Captains will begin pouring out of the highlighted Keeps. They have the ability to capture your Keeps at a remarkable pace. That is why taking them out as they appear on the battlefield should be near the top of your list; the top should be capturing those Keeps to stem the flow of Siege Captains.

Defeat the enemy Commander

You can find Ganondorf in the Enemy Base Keep.

H-16

Watch out! All attacks are devastating!

Unlockables

Ice Arrow

Zelda—Piece of Heart (A-Rank)

Search Item

None

Watch Out! Scenarios can get pretty hairy if you don't, well, watch out! Any enemy in these battles—even the basic soldier—can take you down to a quarter heart in a single hit. Basically, you can take two hits before you fail the Scenario. Luckily, these are incredibly straightforward fights, working similarly to the Defeat all enemies! Scenarios. Your goal is to defeat a certain number of Captains. Your best bet is to stick to ranged weapons and use your Bow and Arrow frequently. Carve your way into groups of enemies, instead of running through them, and don't linger. You've got this!

A-RANK

TIME—15 minutes or less.

HEALTH—4,000 or less damage.

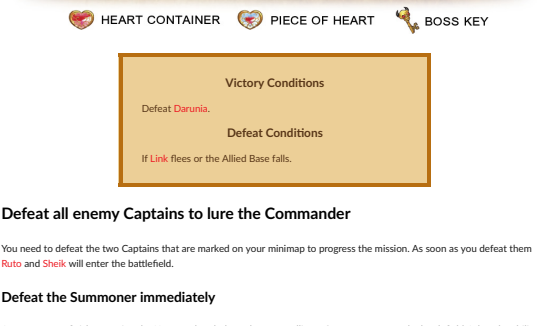
Defeat 30 enemy Captains

The Captains you'll be facing this time are Shield Moblins. They don't provide much in the way of opposition in these one-hit KO Scenarios. Just grab a character with a ranged attack, use your Bow and Arrow, and go to town. Just make sure you clear out the Beamos statues; they'll cause their fair share of problems later in the Scenario if you don't.

Rewards Map

The Rewards Map will appear after you've finished your first illustration. To complete an illustration, you must find and defeat twenty Gold Skulltulas related to that illustration. Once you've accomplished that, you will be able to play a Scenario based off the completed illustration. There are no unlockables in these maps—except for a few new costumes for Link,—but completing them yields a rather larger sum of Rupees, so they are excellent for amassing a fortune.

Evil Power



Victory Conditions

Defeat Cia.

Defeat Conditions

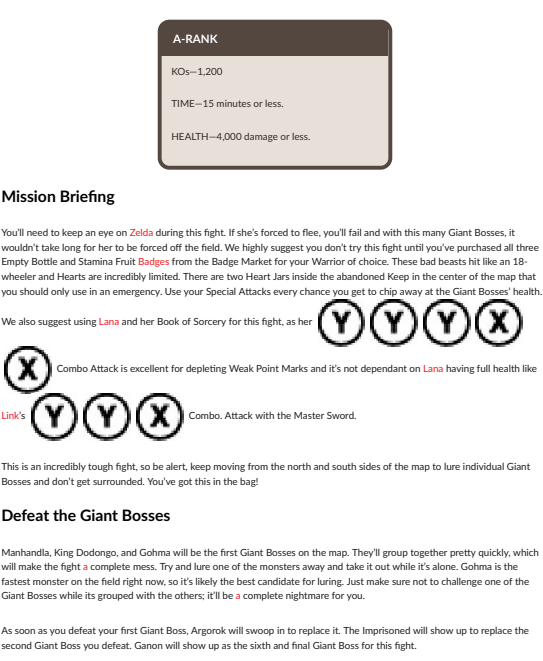
If Lana flees.

Defeat the enemy Captains in time!

You have three minutes to defeat four marked Captains. As soon as you finish off two of them, four more will enter the fray. This is a challenge by anyone's standards, but fortunately you won't fail if you can't complete the mission in time. When the clock hits zero, all of the remaining Captains charge Lana at once. If you've already cleared up four or more of the Captains, you shouldn't have too much trouble keeping Lana safe. Cia will enter the battlefield as soon as time runs out and she'll join her Captains in the assault on Lana. Defeat Cia and you'll win the fight.

Unity

Hyrule Field



Victory Conditions

Defeat Darunia.

Defeat Conditions

If Link flees or the Allied Base falls.

Defeat all enemy Captains to lure the Commander

You need to defeat the two Captains that are marked on your minimap to progress the mission. As soon as you defeat them Ruto and Sheik will enter the battlefield.

Defeat the Summoner immediately

As soon as you finish capturing the Keeps to break through to your allies, a Summoner enters the battlefield. It has the ability to summon enemy soldiers directly to your location. If you're not struggling to defeat the soldiers it is summoning, don't worry about rushing over to take out the Summoner.

Defeat the enemy Commander

You can find Darunia in the Enemy Base Keep.

Boss Rush

Victory Conditions

Defeat all the Giant Bosses.

Defeat Conditions

If Zelda flees.

A-RANK

KOs—1,200

TIME—15 minutes or less.

HEALTH—4,000 damage or less.

Mission Briefing

You'll need to keep an eye on Zelda during this fight. If she's forced to flee, you'll fail and with this many Giant Bosses, it wouldn't take long for her to be forced off the field. We highly suggest you don't try this fight until you've purchased all three Empty Bottle and Stamina Fruit Badges from the Badge Market for your Warrior of choice. These bad beasts hit like an 18-wheeler and Hearts are incredibly limited. There are two Heart Jars inside the abandoned Keep in the center of the map that you should only use in an emergency. Use your Special Attacks every chance you get to chip away at the Giant Bosses' health.

We also suggest using Lana and her Book of Sorcery for this fight, as her Y Y Y X X Combo Attack is excellent for depleting Weak Point Marks and it's not dependant on Lana having full health like Link's Y Y X Combo. Attack with the Master Sword.

This is an incredibly tough fight, so be alert, keep moving from the north and south sides of the map to lure individual Giant Bosses and don't get surrounded. You've got this in the bag!

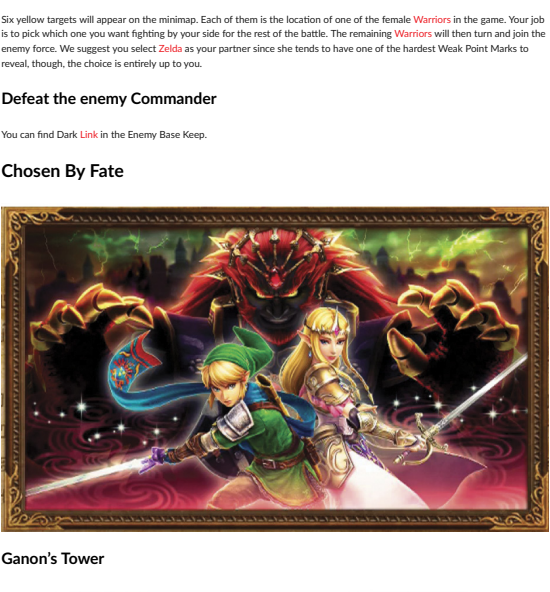
Defeat the Giant Bosses

Manhandla, King Dodongo, and Gohma will be the first Giant Bosses on the map. They'll group together pretty quickly, which will make the fight a complete mess. Try and lure one of the monsters away and take it out while it's alone. Gohma is the fastest monster on the field right now, so it's likely the best candidate for luring. Just make sure not to challenge one of the Giant Bosses while its grouped with the others; it'll be a complete nightmare for you.

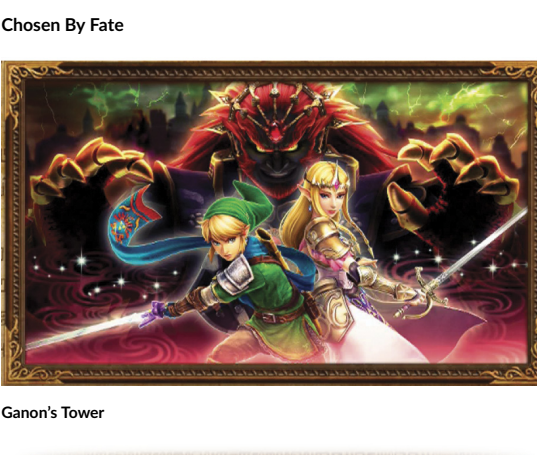
As soon as you defeat your first Giant Boss, Argorok will swoop in to replace it. The Imprisoned will show up to replace the second Giant Boss you defeat. Ganon will show up as the sixth and final Giant Boss for this fight.

Every time you defeat a Giant Boss all the other Giant Bosses get a Morale Boost. Focus on the Bosses that have the highest damage output, which in this case would be Manhandla and Ganon. Their seed attacks can do an intense amount of damage. Gohma and Argorok should be last on your priority list as their attacks are easy to dodge and their Weak Point Marks are incredibly easy to reveal.

True Partners



Skyloft



Victory Conditions

Defeat Dark Link.

Defeat Conditions

If Link flees.

Select an ally partner

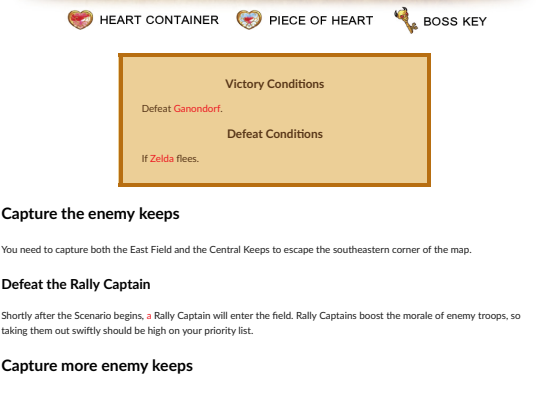
Six yellow targets will appear on the minimap. Each of them is the location of one of the female Warriors in the game. Your job is to pick which one you want fighting by your side for the rest of the battle. The remaining Warriors will then turn and join the enemy force. We suggest you select Zelda as your partner since she tends to have one of the hardest Weak Point Marks to reveal, though, the choice is entirely up to you.

Defeat the enemy Commander

You can find Dark Link in the Enemy Base Keep.

Chosen By Fate

Ganon's Tower



Victory Conditions

Defeat Ganondorf.

Defeat Conditions

If Zelda flees.

Capture the enemy keeps

You need to capture both the East Field and the Central Keeps to escape the southeastern corner of the map.

Defeat the Rally Captain

Shortly after the Scenario begins, a Rally Captain will enter the field. Rally Captains boost the morale of enemy troops, so taking them out swiftly should be high on your priority list.

Capture more enemy keeps

After capturing the first set of Keeps, another pair will be marked. Capture both the West Field and Abandoned Fort Keeps. We recommend not using your Fairy of Darkness on the West Field Keep's Barrier of Darkness. The Enemy Base also has a Barrier of Darkness that you really don't want to fight Ganondorf in.

Once you capture the second pair of Keeps, the Enemy Base will open up and all of Ganondorf's forces in the Castle Keep will charge toward Zelda in the Allied Base. You can easily intercept them by waiting inside the West Field Keep. That Keep serves as a chokepoint for the Captains' journey to Zelda. Take them all out, then head for Ganondorf in the Enemy Base.

Defeat Ganondorf and Ganon to win

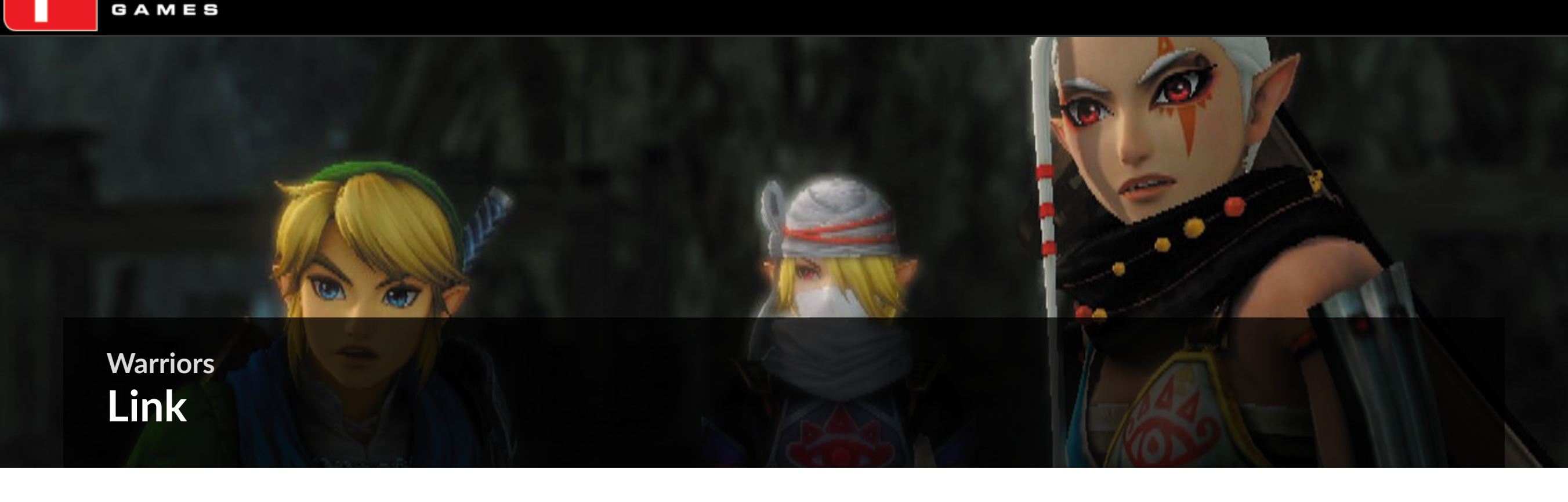
As soon as you enter the Enemy Base, Ganon will appear inside it. Pay attention to his attacks: he emulates every Giant Boss except for The Imprisoned and you must hit him with whichever item that the Giant Boss he's emulating is weak to. As a refresher, if he holds out his right hand and begins charging a fireball, race in and throw Bombs at his hand. If he lifts his left hand and begins charging a blue energy ball, dodge out of the way of the attack and shoot his hand with the Bow. If his shoulder spikes open up and begin firing small spikes, hit them with the Boomerang as soon as they are finished firing. If he flies into the air, pull him down with the Hookshot.

Once you've destroyed each of Ganon's parts, he'll begin performing attacks that make the gem on his head glow. When you see it glow, shoot him with your Bow to make him reveal his Weak Point Mark. Perform some Smashes and you'll defeat him. Defeating Ganon means you have successfully won the Scenario and completed Adventure Mode. Congratulations!

Warriors

Warriors

This section shows detailed information on every Warrior, all of their weapons, and every attack they can do with those weapons. You'll find descriptions on how to unlock each Warrior, where to find their weapons in Legend Mode and Adventure Mode, and breakdowns of each of the Regular and Combo Attacks so you can go to battle fully armed with the knowledge you need to win.



Warriors

Link

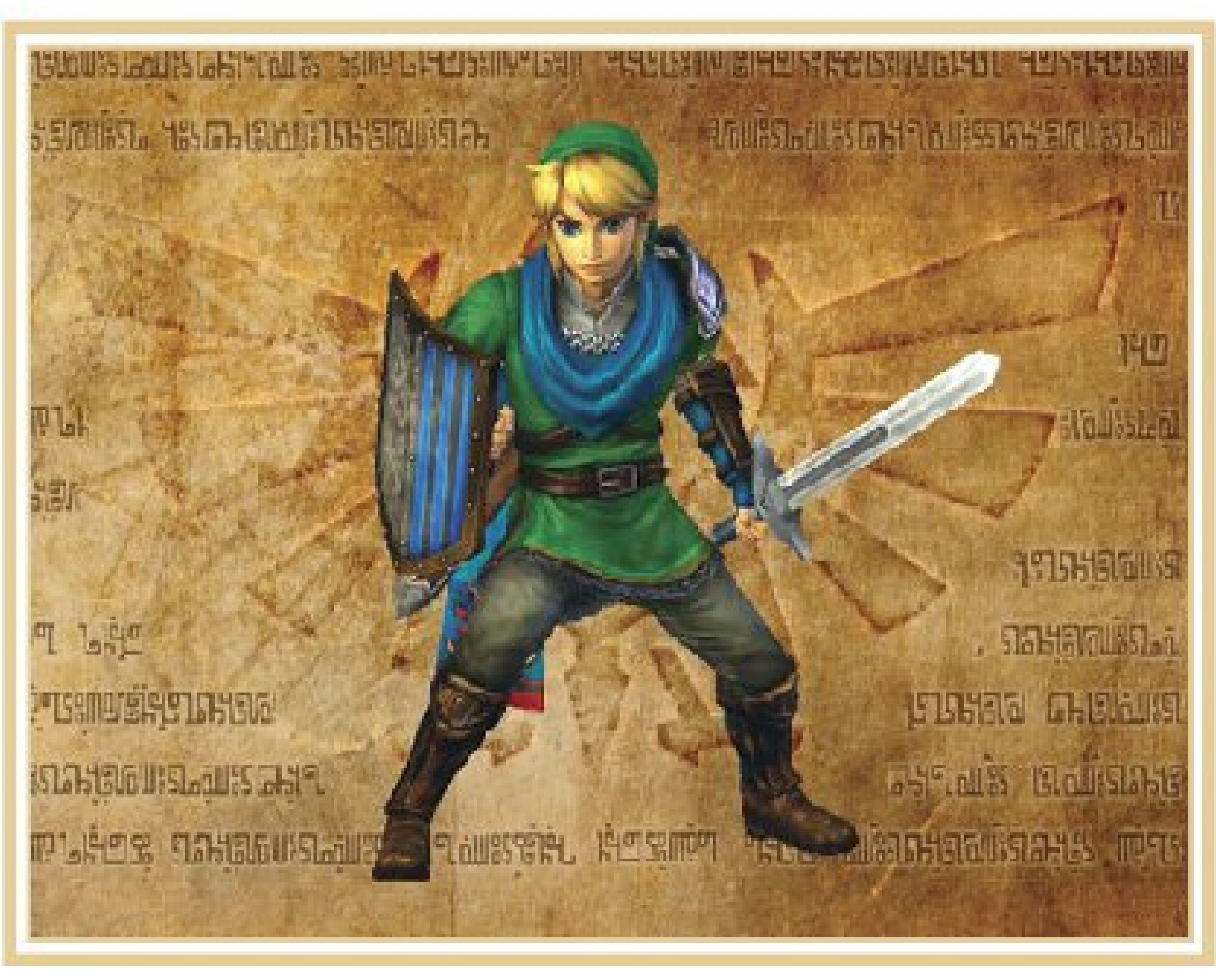
The Hero of Time, the Hero of Winds, the Hero of Light; Link is known by a lot of names and has lived a lot of lives, but this time he's donning the armor of a soldier to become the hero of battle. Armed with a veritable arsenal, Link has more tools of attack than any other Warrior in the game. He's also one of the fastest Warriors in your catalog and is capable of air combos if you're using his Hylian or Master Sword. It might be hard to forego Link on any Scenarios he can't be a part of, but that's probably for the best because there are plenty of other great Warriors to play.

How to Unlock Link

Link is your starting Warrior, so you don't have to unlock him.

Link's Weapons

Hylian Sword



The Hylian Sword ise familiar to fans of Zelda games the world over. It's the classic sword-and-shield combo that Link is rarely seen without, and there's a reason for that: Link is clearly comfortable with this setup, as he is more maneuverable and faster with this weapon than any other. Add to this the fact that he can chain every one of his Strong Attacks together with his classic Spin Attack by holding Ⓧ (Ⓨ in Zelda Style) at the end of each Strong Attack and you've got a recipe for destruction.

If you press Ⓨ (Ⓑ in Zelda Style) whenever one your attacks takes you into the air, you'll be able to perform an air combo. If you press Ⓧ while in the air, Link drops in his famous Down Thrust, which creates a Force Blast around him as he hits the ground. You can press Ⓨ while in the air up to three times, then follow it up with Ⓧ to Down Thrust.

Knight's Sword

This is Link's starting weapon.

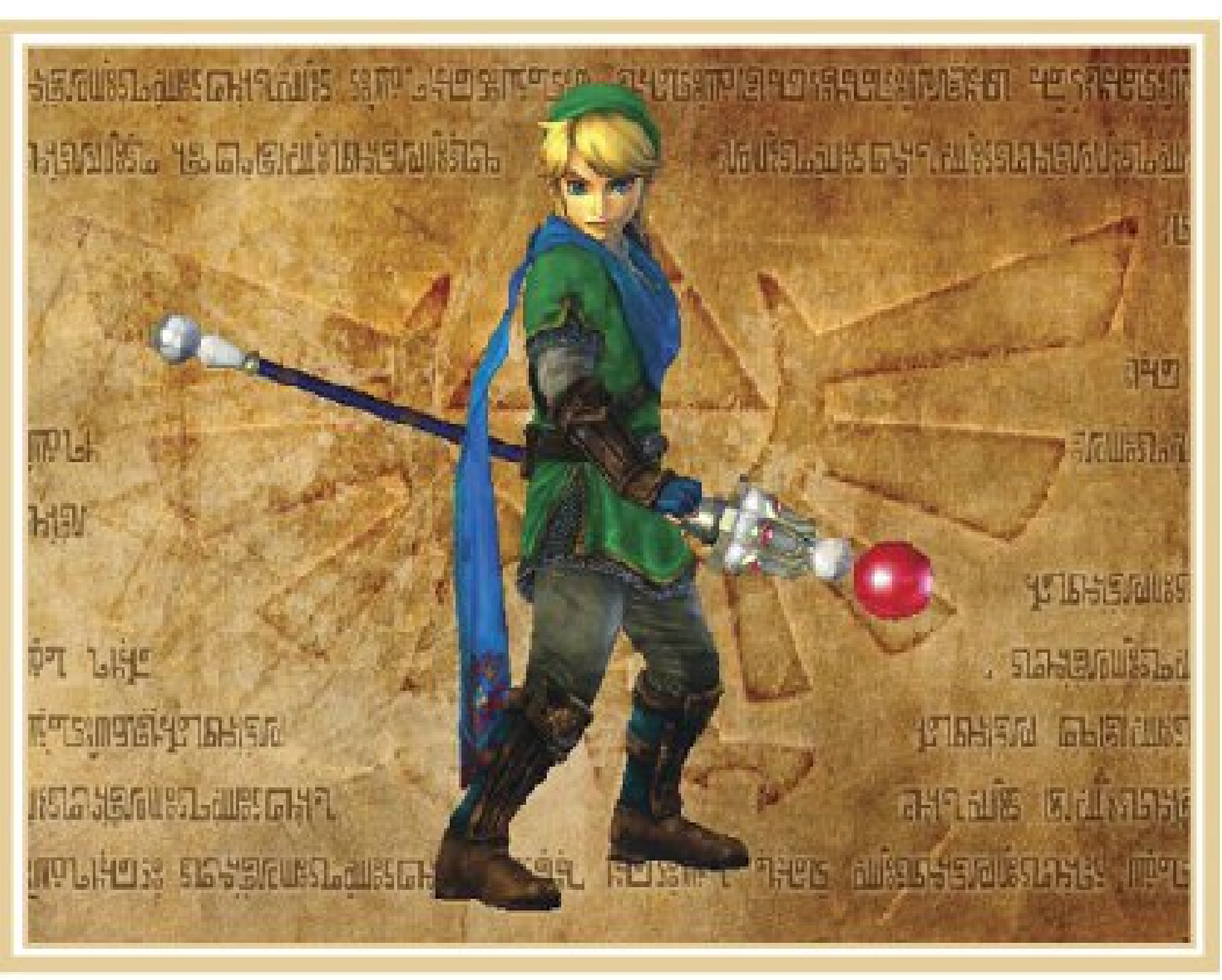
White Sword

You can find this weapon in the Sealed Weapon in Scenario 10 "Sealed Ambition" in Legend Mode.

Magical Sword

You can find this weapon in Scenario C-2 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Magic Rod



Link's Magic Rod is like a Swiss Army Knife of weaponry. As you attack, the Magic Rod will transform into a variety of different weapons with a variety of ranges. The Magic Rod has some of the best range in the game and it's incredibly versatile. There isn't really a trick to this weapon; just mash Ⓨ (Ⓑ in Zelda Style), then press Ⓧ (Ⓑ in Zelda Style) up to three times to get the weapon to transform.

Fire Rod

You can find this weapon in the Sealed Weapon in Scenario 2 of Legend Mode.

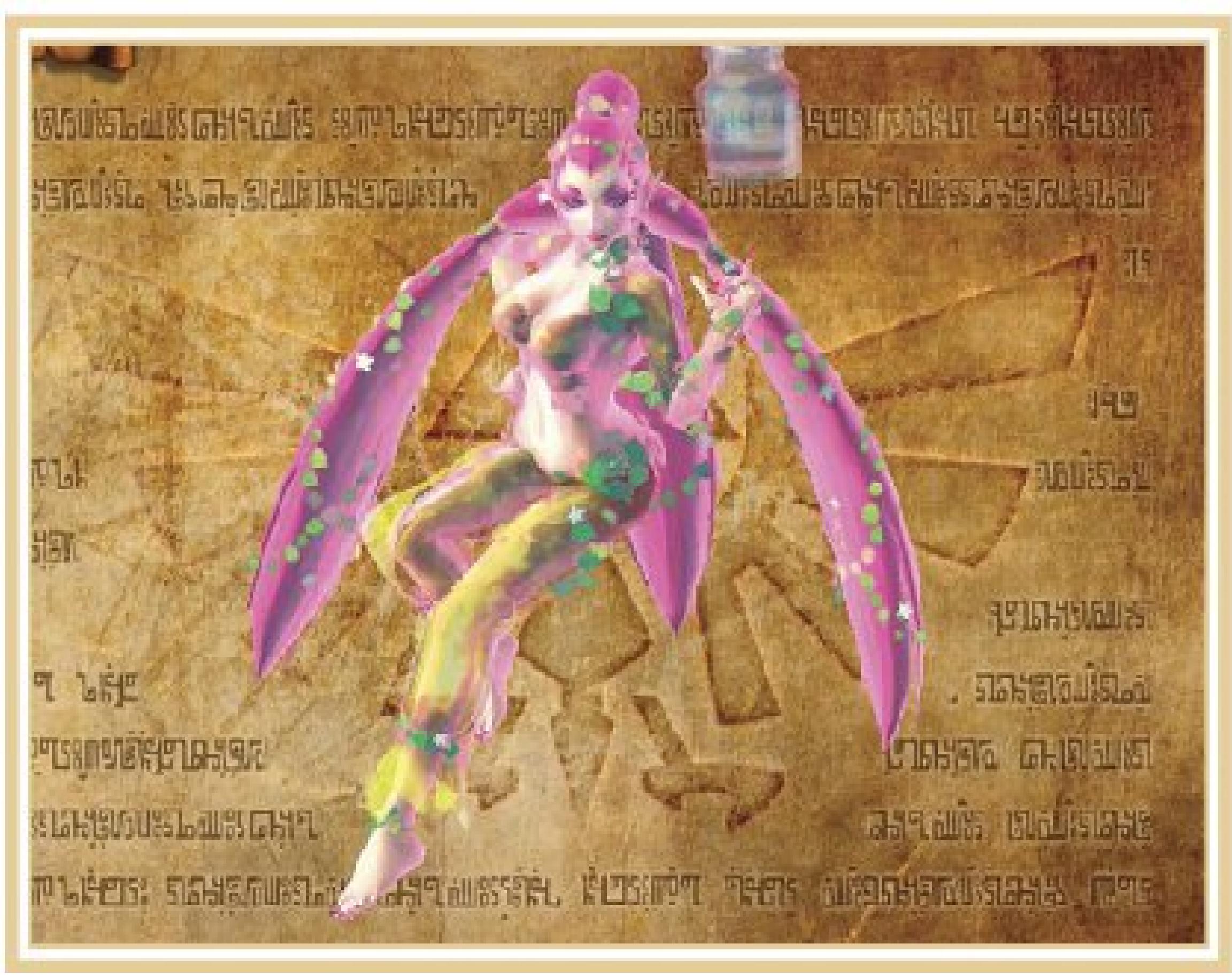
Prism Rod

You can find this weapon in Scenario E-7 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Magical Rod

You can find this weapon in Scenario F-2 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Great Fairy



The Great Fairy is less a weapon and more her own, individual Warrior. Link takes a ride in the Giant Fairy's bottle (a little bit of justice, perhaps?) while the Great Fairy takes center stage. Her size is massive, making her excellent for clearing out enemy soldiers and capturing Keeps. There are no tricks to using her; just use Combo Attacks and find which ones suit you best. We find that her ⓎⓎⓎⓍ (ⒷⒷⒷⓎ in Zelda Style) Combo Attack is particularly effective at clearing Keeps.

Great Fountain Fairy

You can find this weapon in Scenario H-1 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then complete the Scenario to unlock this weapon.

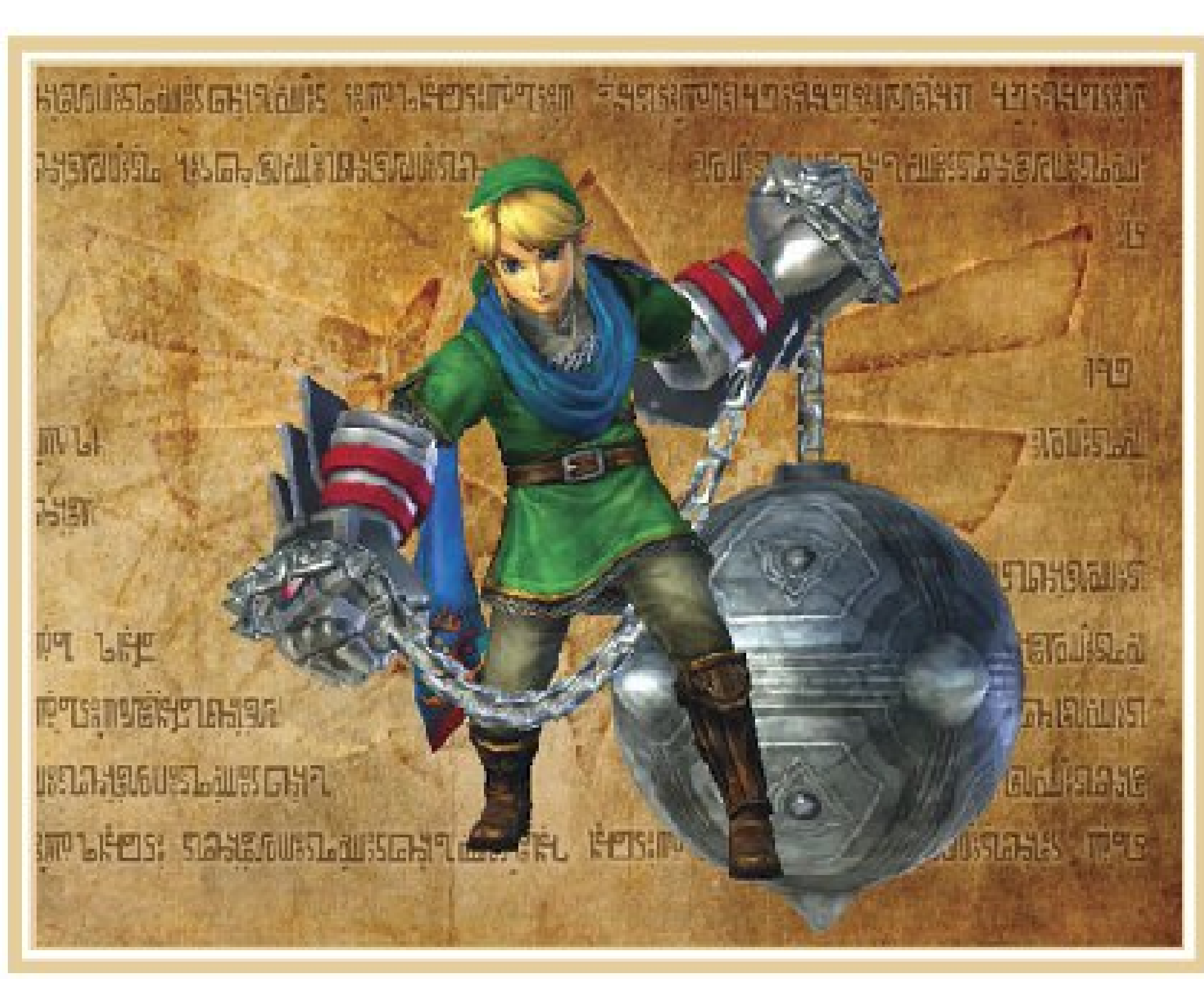
Great Forest Fairy

You can find this weapon in Scenario B-7 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Great Sky Fairy

You can find this weapon in Scenario B-1 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Gauntlets



The Gauntlets are another item that longtime *Legend of Zelda* fans will remember. Link's giant gloves stay true to their legacy by allowing Link to pick up objects and soldiers around the battlefield. By approaching Jars, Bomb Flowers, or regular soldiers and pressing Ⓧ (Ⓨ in Zelda Style), Link can lift them off the ground, carry them around the battlefield, and then throw them at his leisure by pressing Ⓧ once more.

Silver Gauntlets

You can find this weapon in Scenario E-9 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then complete the Scenario to unlock this weapon.

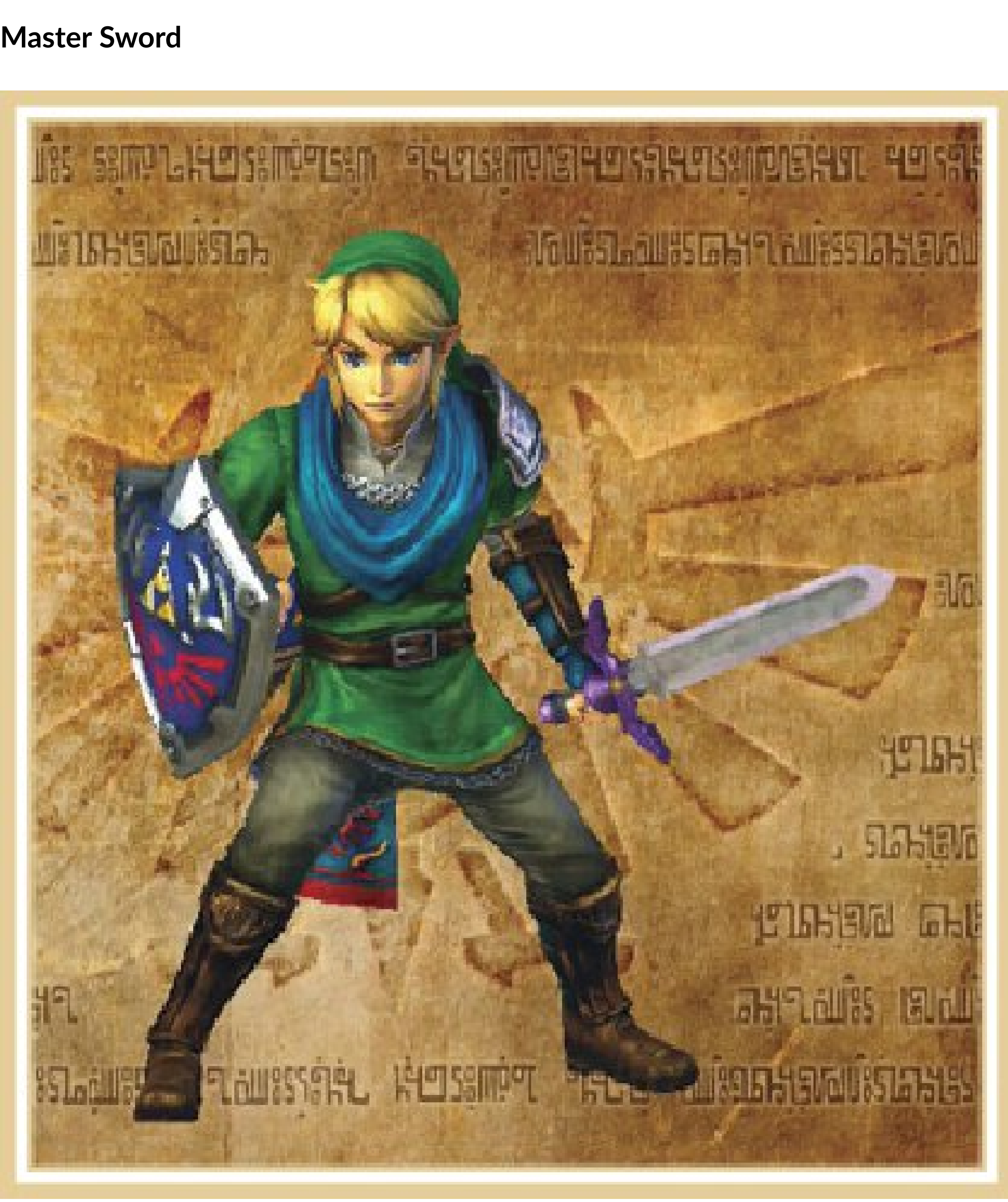
Golden Gauntlets

You can find this weapon in Scenario F-12 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Power Gloves

You can find this weapon in Scenario G-14 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

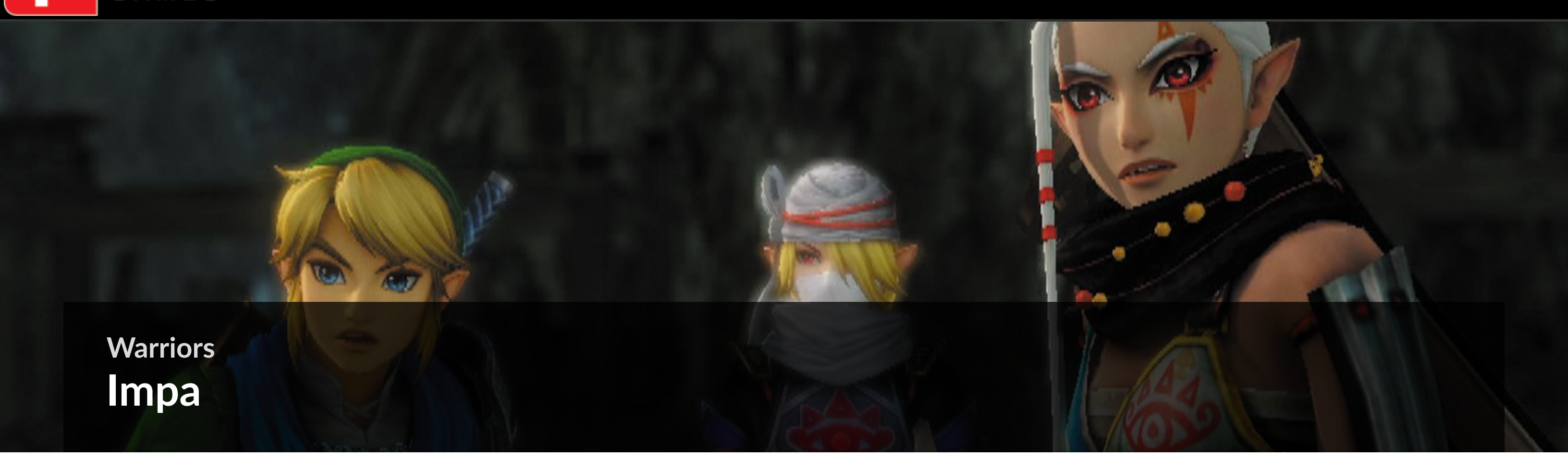
Master Sword



The Master Sword functions almost exactly like the Hylian Sword with one small but important difference. Whenever your Hearts are full, the Master Sword does more powerful attacks and even adds sword beams to the ends of some attacks. Using ⓎⓍ (ⒷⓎ in Zelda Style), ⓎⓎⓍ (ⒷⒷⓎ in Zelda Style), ⓎⓎⓎⓍⓎⓎⓎ (ⒷⒷⒷⓎⒷⒷⒷ) or doing a full Regular Attack combo will result in beams being shot out of the sword; in the case of ⓎⓎⓍ (ⒷⒷⓎ), this makes this weapon the absolute best in the game.

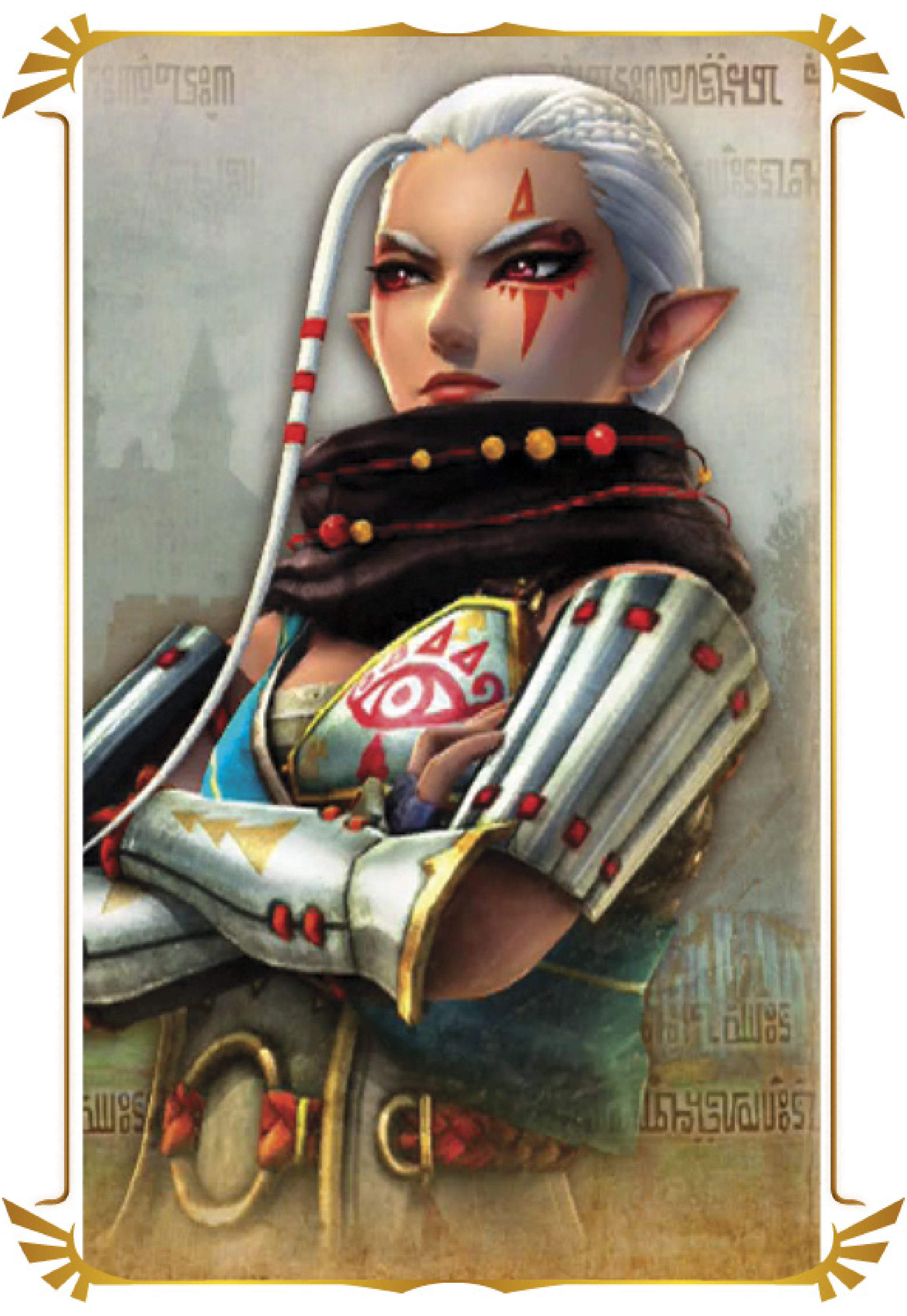
Master Sword

You can find this weapon in the Sealed Weapon in Scenario 11 "The Sacred Sword," in Legend Mode.



Warriors

Impa



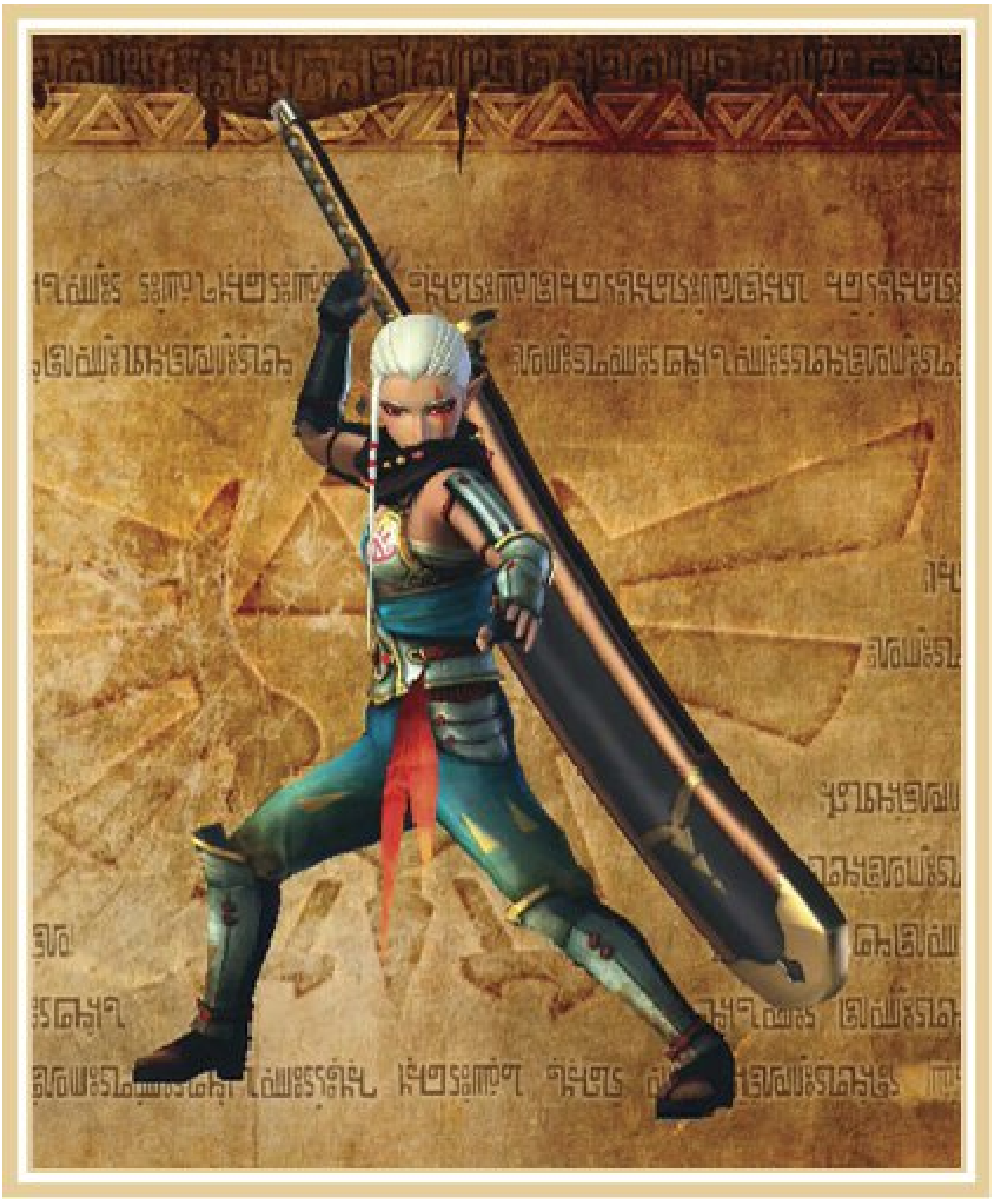
The Sheikah Tribesman, Impa, plays like a samurai straight out of feudal Japan. Speed, precision, and mass devastation are the traits she brings to battle. Wielding both a water-based Giant Blade and a fire-based Naginata, Impa has an elemental versatility that few other Warriors have, making her utility in every Scenario second only to Link's. She wastes no time in defeating her enemies because her duty is, first and foremost, to protect Princess Zelda.

How to Unlock

Impa is unlocked after completing the first Scenario, "The Armies of Ruin," in Legend Mode.

Impa's Weapons

Giant Blade



Impa's Giant Blade lives up to its name by being one of the larger weapons in the game. There are no tricks to this weapon, just incredible power, great range, and excellent speed. Her Giant Blade is also infused with the element of water, which means that enemies that hit with certain attacks will take damage over time while there is water covering their head.

Giant's Knife

This is Impa's starting weapon.

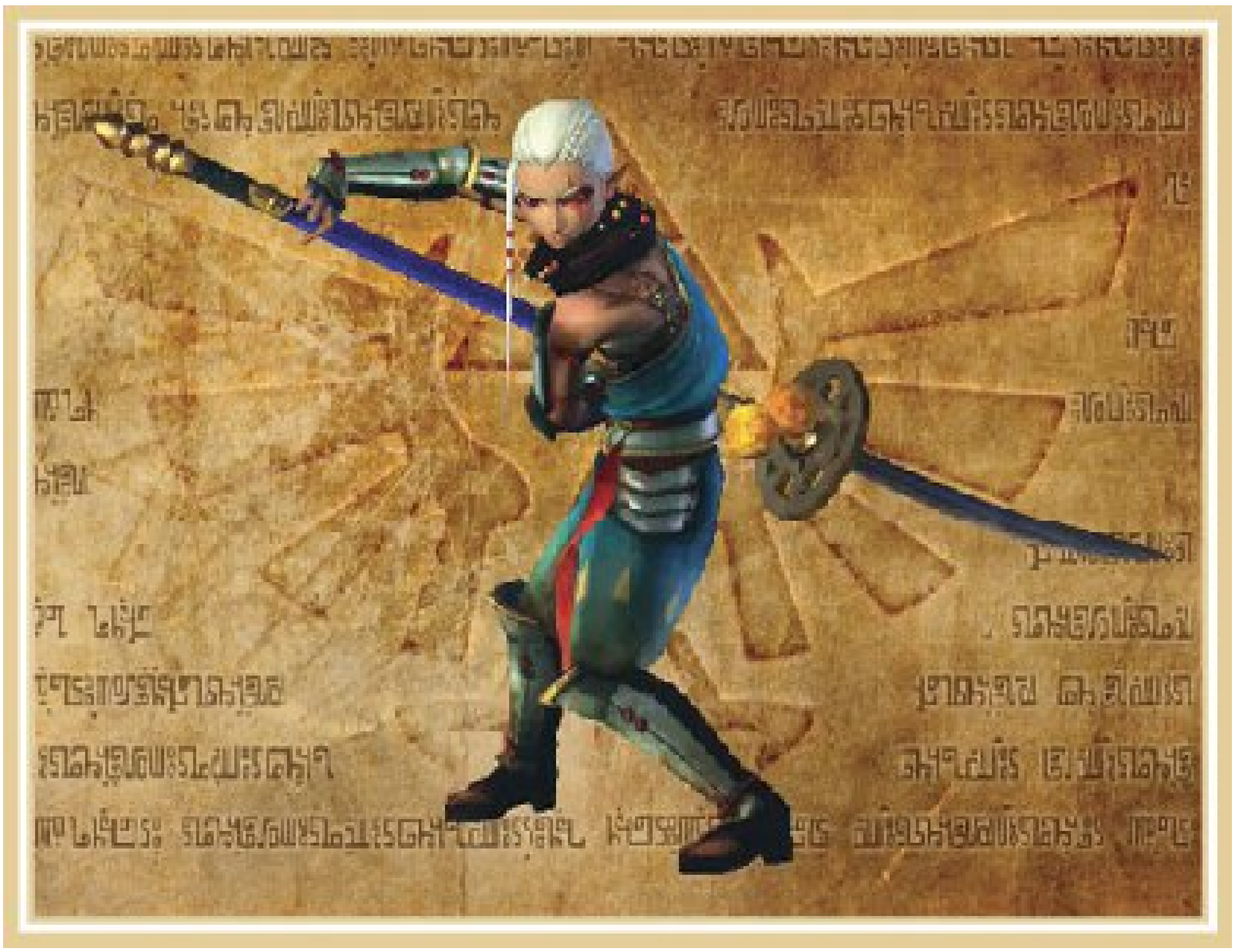
Biggoron's Knife

You can find this weapon in the Sealed Weapon in Scenario 7 "Land of Myth" in Legend Mode.

Biggoron's Sword

You can find this weapon in Scenario C-1 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Naginata



Compared to the Giant Blade, the Naginata might feel a bit unruly, but that doesn't make it any less devastating. This weapon is strong and makes Impa highly mobile, as its moves propel her around the battlefield like an overly caffeinated harbinger of death. One of the best reasons to use this weapon is its Special Attack, which creates giant Naginata blades that draw foes in like a prison cage and then crash down on them, decimating any that are anywhere near the attack. It's one of the best Special Attacks in the game, easily defeating 50+ foes and taking giant chunks out of the Health Bars of enemy Captains.

Guardian Naginata

You can find this weapon in Scenario G-9 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then complete the Scenario to unlock this weapon.

Scorching Naginata

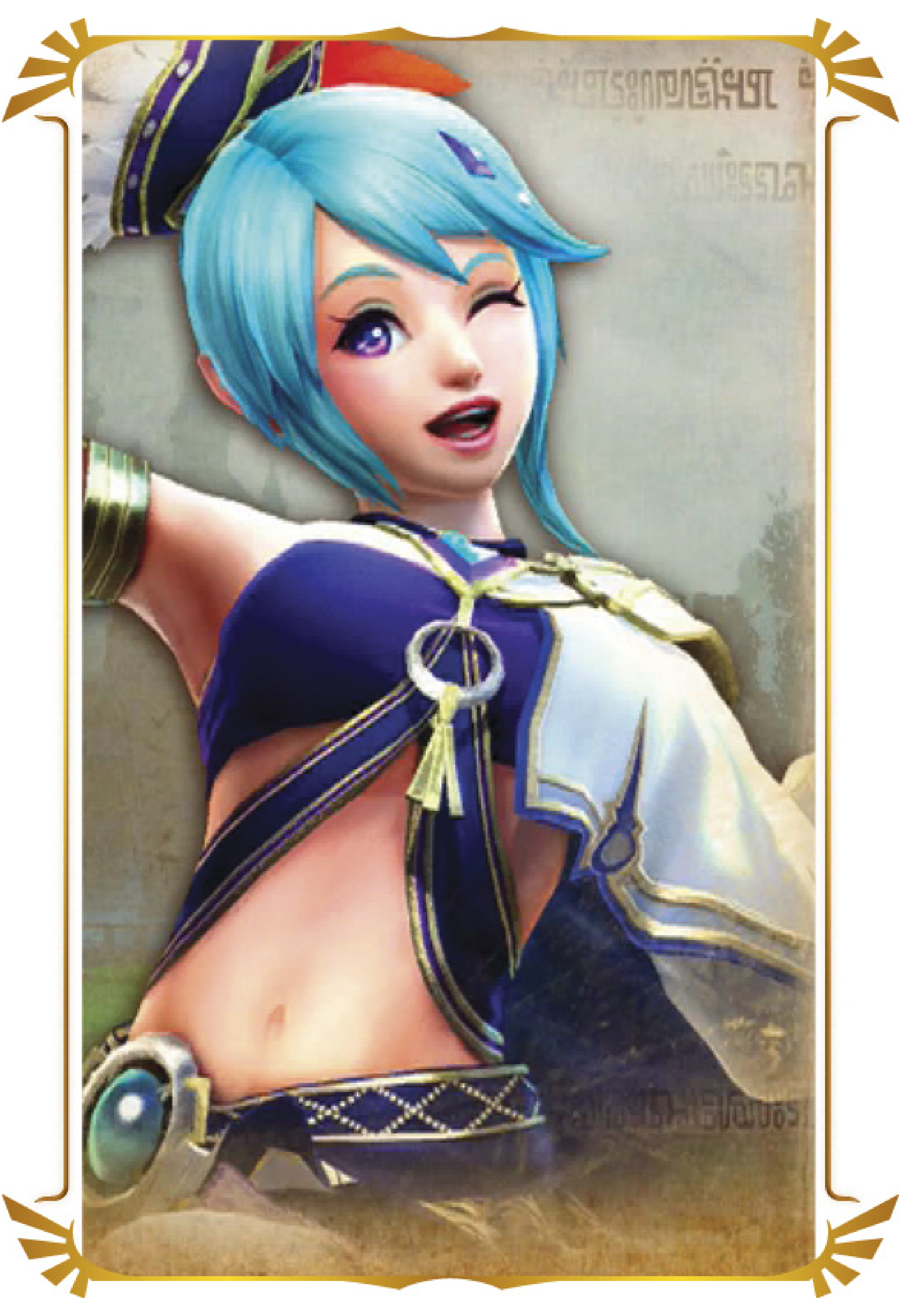
You can find this weapon in Scenario G-11 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Sheikah Naginata

You can find this weapon in Scenario D-15 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Warriors

Lana



The Sorceress of the Woods may be bubbly and energetic, but she is not one to be trifled with. Armed with incredible magic, Lana is nearly as powerful as Link for those who know how to wield her power effectively. She’s the only Warrior who comes close to having the number of weapons that Link sports, each of them wildly varied and intricate in its own way. Her Book of Sorcery allows her to create magical monuments that she uses as platforms to bounce around the battlefield or to smash and launch enemies; her Spear allows her to call upon the aid of the Deku Tree and its Deku Scrubs; her Summoning Gate gives her the ability to summon smaller versions of some of the game’s Giant Boss monsters to do her bidding, all while she dances nonchalantly. The range and power Lana has with her Strong Attacks is better than just about any other Warrior in the game.

How to Unlock

Lana becomes available after completing Scenario 3, “The Sorceress of the Woods,” in Legend Mode.

Lana’s Weapons

Book of Sorcery

Lana’s Book of Sorcery is another of the most versatile and powerful weapons in the game, but not for its Regular Attack power, its range, or its speed; heck, even its Special Attack isn’t what makes it *so great*, and it’s a pretty darn good Special Attack! The Book of Sorcery’s strength lies in its Combo Attacks. As you purchase Lana’s Kokiri Badges from the Badge Market, she gains the ability to tack on extra moves to her Combo Attacks. The wonderful thing about this is that she can easily mix and match Combo Attacks, but we may be getting ahead of ourselves here. When Lana uses her Combo Attacks, they create magic walls to attack enemies. You can manipulate these magic walls by pressing Ⓧ (Ⓨ in Zelda Style) up to two more times after using a Combo Attack, but if you hold off from pushing it a second time, the walls will stay in place. From here, you can hit Ⓧ (Ⓨ in Zelda Style) to have Lana perform a lunging kick. If you have Lana kick any of these magic walls, she’ll launch into the air and destroy the walls, creating a magical explosion that hits all enemies in the area. This is excellent for clearing out Keeps and since walls linger for a good bit of time, you’ll be able to use one move that creates a wall while damaging enemies, use another, then turn back and kick one of the original walls to create the explosion. The last thing to note about Lana is that her ⓎⓎⓎⓍⓍ (ⒷⒷⒷⓎⓎ in Zelda Style) Combo Attack is one of the absolute best, if not the best, for taking out Giant Boss Weak Point Marks. She can almost deplete a Weak Point Mark in one try by using that Combo Attack.

Spirit’s Tome

This is Lana’s starting weapon.

Sealing Tome

Where to Find: You can find this weapon in the Sealed Weapon in Scenario 6, “The Shadow King,” in Legend Mode.

Sorceress Tome

You can find this weapon in Scenario A-11 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Spear

Lana’s Spear functions very similarly to Impa’s Naginata. It’s a very mobile weapon that will launch Lana all over an area—and even into the air to glide down safely on a Deku Leaf. This weapon is all about the Deku Tree . From calling on the aid of Deku Scrubs to summoning the Great Deku Tree itself, fans of Legend of Zelda from Ocarina of Time on will have to take periodic breaks from the overwhelming nostalgia they’ll likely feel when they see the Spear in action. It may not hit hard, but it’s definitely one of the most fun weapons in the game.

Deku Spear

You can find this weapon in the Sealed Weapon in Scenario 4, “The Sorceress of the Valley,” in Legend Mode.

Kokiri Spear

You can find this weapon in Scenario F-7 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

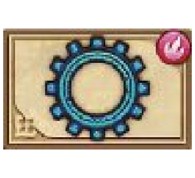
Faron Spear

You can find this weapon in Scenario H-12 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Summoning Gate

The Summoning Gate is less a weapon and more a platform for Lana to launch her idol career. She’ll dance around while summoning smaller versions most of the game’s Giant Bosses to do her bidding. This weapon is not easy to use in intense Scenarios, but darn it all if it isn’t hilarious to smack Manhandla with a Manhandla Stalk of your own creation! This is another fun weapon that you’ll certainly love playing; just make sure not to take it into a challenging battle.

Gate of Time



You can find this weapon in Scenario C-16 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.Guardian’s Gate

Guardian’s Gate

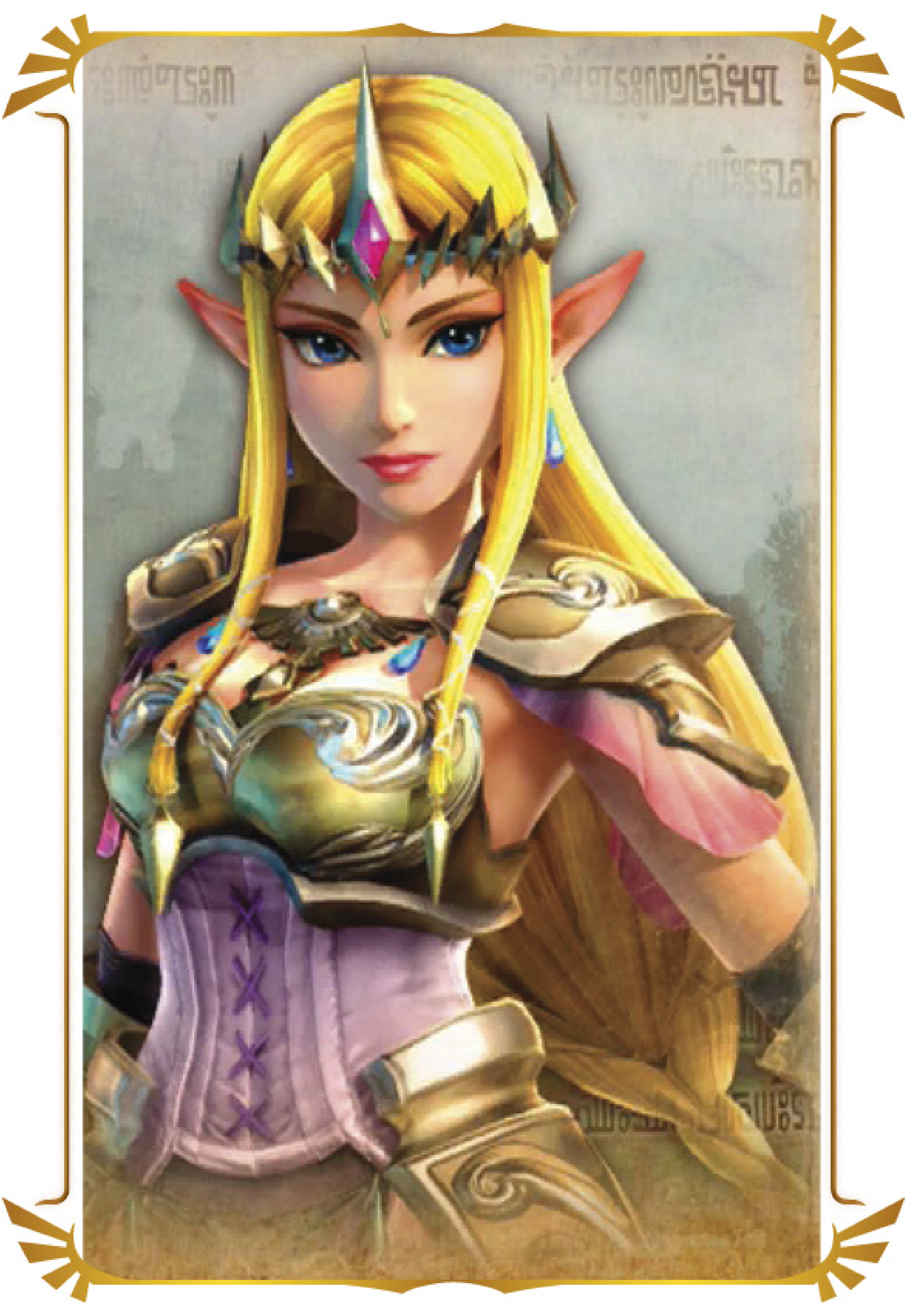
You can find this weapon in Scenario B-4 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Gate of Souls

You can find this weapon in Scenario A-16 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Warriors

Zelda



Graceful, elegant, refined and skilled: These are Zelda's traits on the battlefield. She can alternate between the precise and elegant Rapier and the flowing, graceful Wind Waker as her weapons. Don't be fooled by her refinement, however, she's easily one of the deadliest Warriors in the game. She can power up her Rapier to extend any of her combos with incredibly powerful Light element attacks that sweep the area of large numbers of enemies. She is also very agile and swift, which makes her hard to hit and harder to stop.

How to Unlock

Zelda will become available after completing Scenario 11, "The Sacred Sword," in Legend Mode.

Zelda's Weapons

Rapier

A movement-heavy weapon similar to Impa's Naginata and Lana's Spear. The key difference between this weapon and the others is its ability to create and store charges of light. By pressing Ⓧ (Ⓨ in Zelda Style), Zelda's Rapier will fill with three light charges (your current number of charges can be found below the Special Meter), which extend your Combo Attacks by up to two attacks, depending on which Combo Attack you used. Every additional attack you use depletes a light charge, so you'll have to pay attention to how many you have if you want to keep extending your Combo Attacks. It should be noted that pressing Ⓧ (Ⓨ in Zelda Style) isn't the only way to refill your light charges; you can also perform a full Regular Attack combo to refill a single charge.

Polished Rapier

This is Zelda's starting weapon.

Glittering Rapier

You can find this weapon in the Sealed Weapon in Scenario 11, "The Sacred Sword," in Legend Mode.

Gleaming Rapier

You can find this weapon in Scenario A-9 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Baton

This weapon is the bane of all enemy soldiers everywhere. The Baton is a conducting wand that Zelda can use to tear apart an area with the power of wind and lightning, like some sort of mad maestro; a crazy conductor; a calamitous composer; a malicious musician; a pernicious prof—oh! Sorry about that. We get a little carried away when it comes to this weapon. Zelda isn't particularly mobile with this weapon and its speed is a bit on the slow side, but when it gets going, it takes everything on the battlefield with it! If you press Ⓧ (Ⓨ in Zelda Style) while using this weapon, you'll be given the ability to control your very own tornado, which you can use to pick up enemies. The tornado continuously grows as you pick up more and more enemies, making it that much more terrifying to everyone who isn't currently calling themselves Zelda's friends.

Wind Waker

You can find this weapon in Scenario E-12 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then complete the Scenario to unlock this weapon.

Sacred Baton

You can find

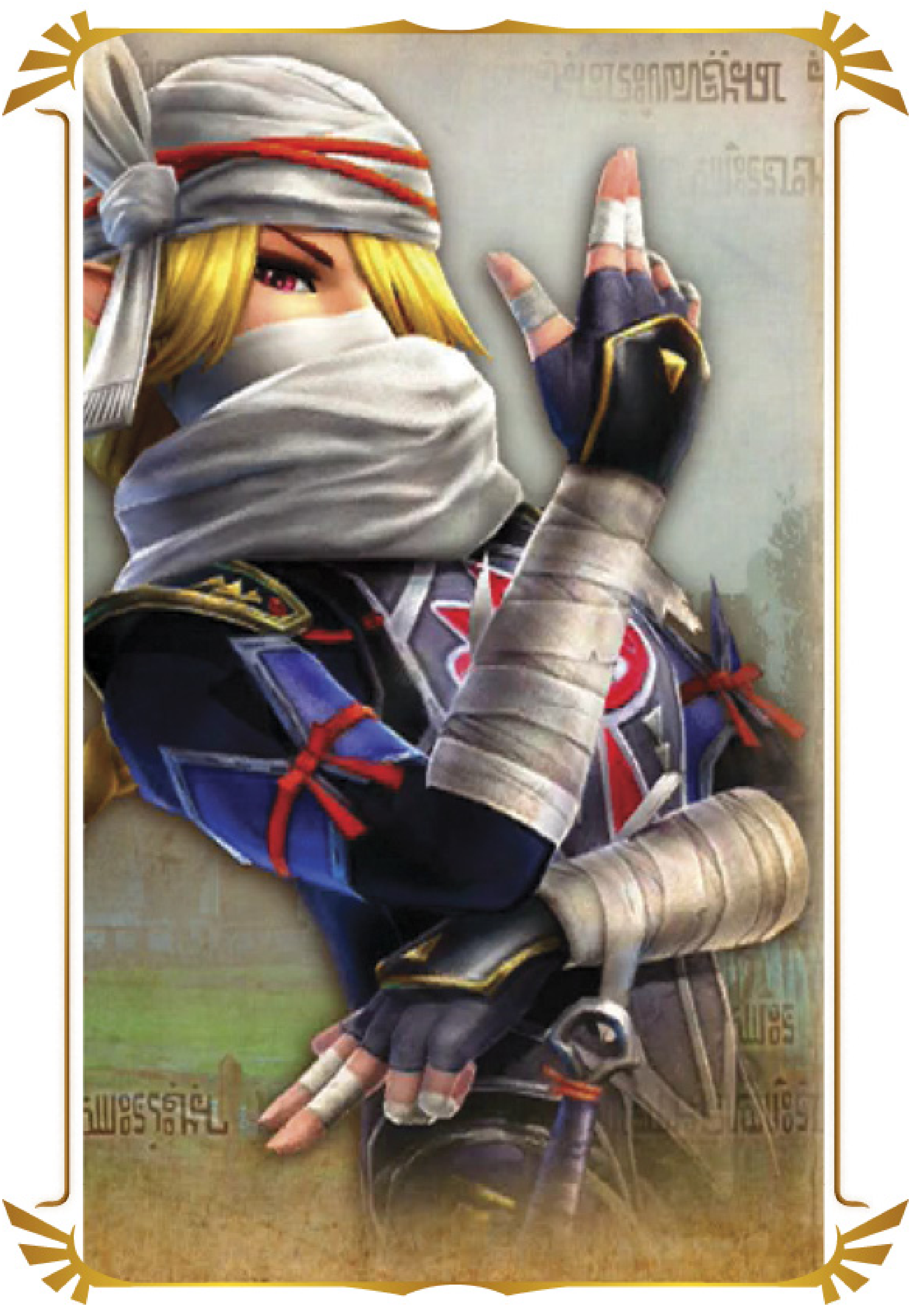
this weapon in Scenario H-2 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Glorious Baton

Where to Find: You can find this weapon in Scenario A-2 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Warriors

Sheik



Sheik is one of the fastest Warriors in the game. Her running speed is very fast and her ability to dodge is incredible. But speed is not the only thing to come to Sheik for, no sir and/or ma'am! Her Harp allows her to command the elements! On top of that, she has the ability to create a shield around herself that will protect her from a fixed amount of damage, making her invaluable to anyone trying to get A-Ranks in Adventure Mode. She is, without a doubt, one of the best Warriors in the game.

How to Unlock

Sheik becomes available after completing Scenario 2, "The Sheikah Tribesman," in Legend Mode.

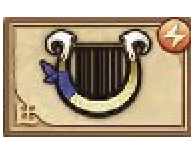
Sheik's Weapons

Harp

As mentioned above, the Harp has the ability to control the elements. By using any one of the Harp's five Combo Attacks, the Harp will become imbued with the power of an element. Which element depends on which Combo Attack you use. Pressing Ⓨ Ⓧ (Ⓑ Ⓨ in Zelda Style), for example, will create a water tornado, which imbues the Harp with the water element. If you were to press Ⓧ (Ⓨ in Zelda Style) at this point, Sheik would play her Harp and create a water shield around her, which protects her from damage and effects like Deku Baba poison and Gibdo stunning breath—incredibly useful! Pressing Ⓧ (Ⓨ) after using the Ⓨ Ⓨ Ⓧ (Ⓑ Ⓑ Ⓨ) Combo Attack creates a sigil on the ground that explodes into a pillar of fiery death. Pressing Ⓧ (Ⓨ) after using the Ⓨ Ⓨ Ⓨ Ⓧ (Ⓑ Ⓑ Ⓑ Ⓨ) Combo Attack creates a large tornado of lightning around Sheik that damages all enemies that Sheik comes close to. Using the Ⓨ Ⓨ Ⓨ Ⓨ Ⓧ (Ⓑ Ⓑ Ⓑ Ⓑ Ⓨ in Zelda Style) Combo Attack imbues the Harp with dark element, and pressing Ⓧ (Ⓨ) after that creates a black hole that sucks enemies in and damages them. Finally, using the Ⓨ Ⓨ Ⓨ Ⓨ Ⓨ Ⓧ (Ⓑ Ⓑ Ⓑ Ⓑ Ⓑ Ⓨ) Combo Attack and pressing Ⓧ (Ⓨ) creates a giant, golden square on the ground that fills up your Special Meter bars while you stand inside it.

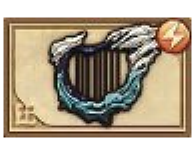
Truly, the Harp is one of the best weapons in the game, rivaling even the Master Sword.

Goddess' Harp



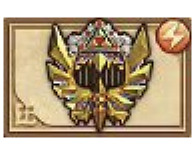
This is Sheik's starting weapon.

Typhoon Harp



You can find this weapon in the Sealed Weapon in Scenario 8, "The Water Temple," in Legend Mode.

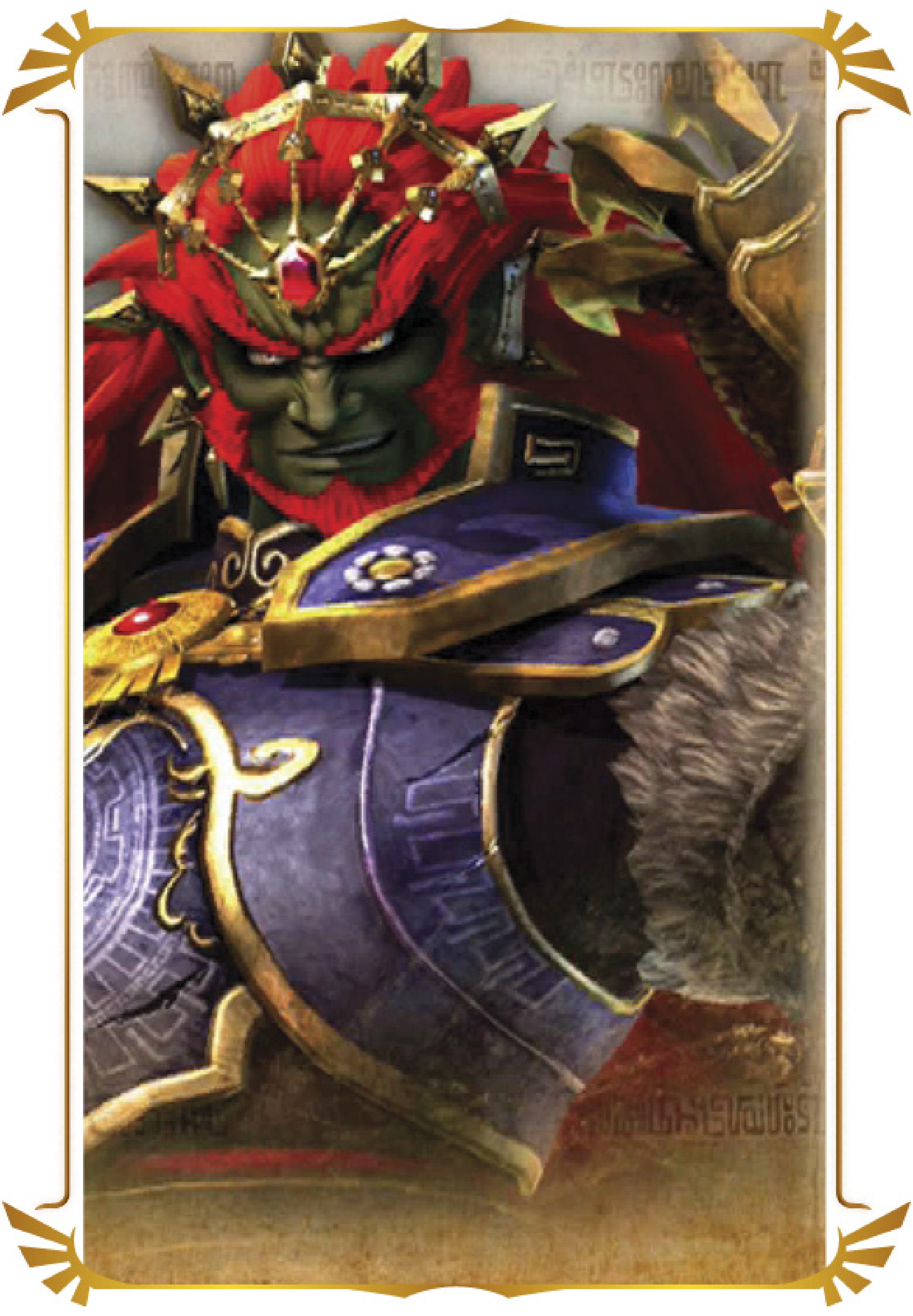
Triforce Harp



You can find this weapon in Scenario B-15 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Warriors

Ganondorf



The Source of all Monsters himself, Ganondorf is the perfect antithesis of Link. Instead of being fast and acrobatic, Ganondorf is slow and cumbersome, but not because he's incapable of a speedy assault—he just prefers a less hurried approach to combat. After all, why rush when you can spend time really enjoying the agony of your foes? He only wields his Great Swords, but they are all he needs to conquer Hyrule. He is one of the most powerful Warriors in the game without a doubt. Ganondorf is perfect for those of you who have a bit of an evil side.

How to Unlock

Ganondorf becomes playable after completing Scenario 13, "Shining Beacon," in Legend Mode.

Ganondorf's Weapons

Great Swords

Ganondorf's Great Swords can build up dark power and then unleash it with Ⓧ (Ⓨ in Zelda Style) to make a large, crater-producing blast that causes any enemies not caught in the blast to regret ever taking up arms in the first place. The Great Swords' Combo Attacks are pretty lacking, all told. They have limited range and a really slow startup, meaning if you get hit while your Combo Attack is heating up, it'll be cancelled and you'll have to try again. Truly, this weapon's greatest assets are the reach and power of its Regular Attacks. Ganondorf can chop through enemies like a demonic lawn mower possessed by history's angriest gardener with these basic attacks. Although, we don't want to write off Combo Attacks entirely because couple of them are worth having around for some quick crowd control: ⓎⓎⓍ (ⒷⒷⓎ) and ⓎⓎⓎⓎⓍ (ⒷⒷⒷⒷⓎ) are both fast and have pretty a decent range of attack, making them excellent for when there are too many enemies and not enough time to crush them all individually. Being the King of Evil can be so trying sometimes.

Swords of Despair

This is Ganondorf's starting weapon.

Swords of Darkness

You can find this weapon in Scenario F-15 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Swords of Demise

You can find this weapon in Scenario B-8 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Darunia

Darunia is the perfect alternative to Ganondorf, for those of you who prefer to use, well, someone not quite so evil and bent on the destruction of all things. Darunia is sluggish, same as Ganondorf, but he is also similarly powerful. There is a pretty big difference between the two characters, however: Darunia's Combo Attacks are far and away more useful than Ganondorf's. In fact, they're pretty great compared to all other Warriors' too. Darunia's Regular Attacks are also really solid, but a bit lacking in range. All in all, Darunia's a quality Warrior that fans of slow, but monstrously powerful characters will get a lot out of.

How to Unlock

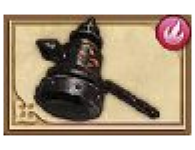
Darunia becomes available after completing Scenario 7, "Land of Myth," in Legend Mode.

Darunia's Weapons

Hammer

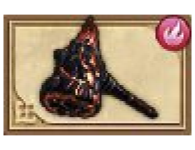
The Hammer is a heavy hitter with great Combo Attacks and reliable Regular Attacks. There aren't any special mechanics for making this thing what it is, it's just a straightforward monster masher and fence builder. If you've used any other Warrior, then you know exactly how this thing functions and you can expect it to pack a punch.

Magic Hammer



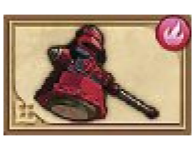
This is Darunia's starting weapon.

Igneous Hammer

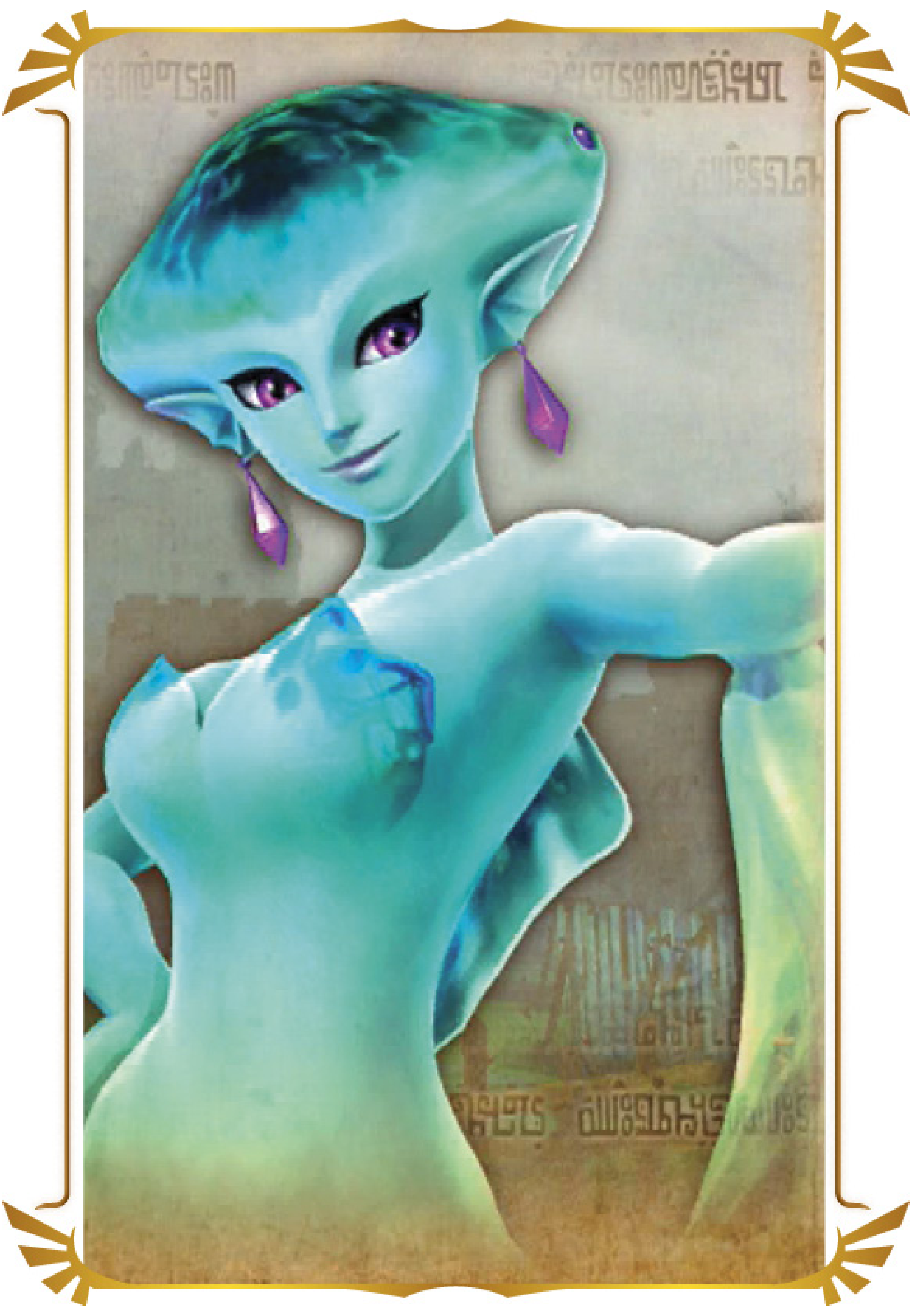


You can find this weapon in Scenario C-13 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Megaton Hammer



You can find this weapon in Scenario A-14 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.



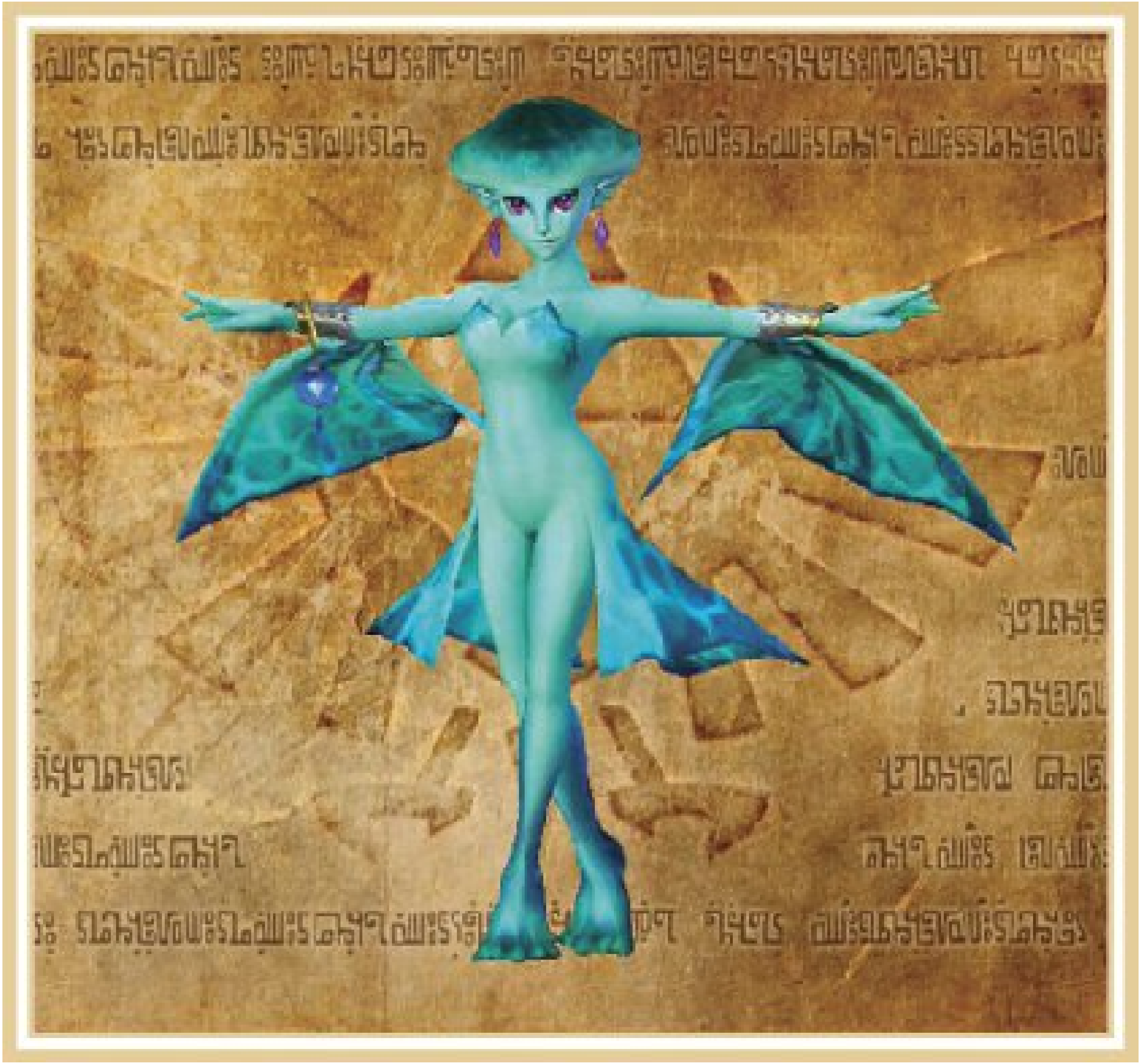
Ruto is one heck of a Warrior. Despite her constant need to be carried around in *Ocarino of Time*, she's no slouch here. In fact, when it comes to clearing Keeps and large groups of enemies, she stands side by side with Link and his Master Sword. She's also quick and her attacks are extremely mobile. Ruto is a Warrior you are going to want to unlock as soon as possible so you can really feel the benefit of her skill set.

How to Unlock

You can find this Warrior in Scenario E-10 in Adventure Mode. You must first use an Item Card in the Search Screen to locate her, and then complete the Scenario to unlock her.

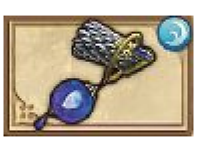
Ruto's Weapons

Zora Scale



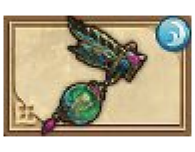
Ruto's Zora Scale comes with a handy gimmick that makes her absolutely excellent at sweeping areas of all enemy soldiers: She can shoot water in super fast, extremely long-rang bursts with the simple press of Ⓧ (Ⓨ in Zelda Style). Okay, maybe it's not exactly that simple, but we promise there's not much more to it than that. As you use Combo Attacks, a bar under Ruto's Special Meter will begin to fill. When you press Ⓧ after filling it even slightly, Ruto becomes stationary and can now only turn, specifically for the purpose of aiming. Pressing Ⓧ any time thereafter makes Ruto fire off a narrow, speedy, powerful wave of water. After she depletes her water meter, she leaps into the air and creates a larger, but shorter-ranged wave to clear out any enemies that were lucky enough to avoid her first few shots. This is absolutely excellent for clearing Keeps and she can build up her water meter by using Combo Attacks, regardless of whether they hit a foe. Now that's convenience!

Silver Scale



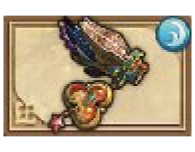
This is Ruto's starting weapon.

Golden Scale



You can find this weapon in Scenario E-15 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

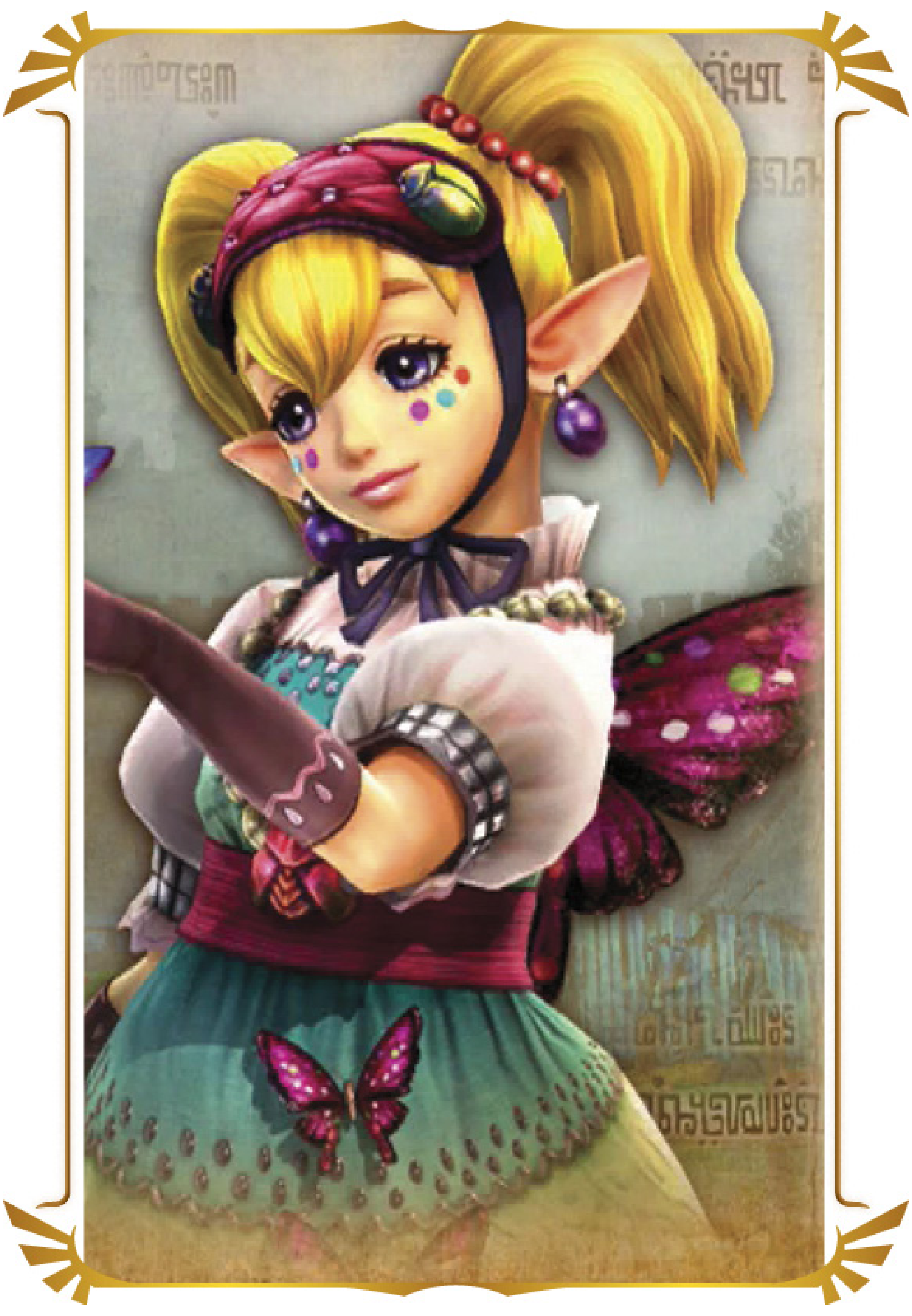
Water Dragon Scale



You can find this weapon in Scenario F-16 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Warriors

Agitha



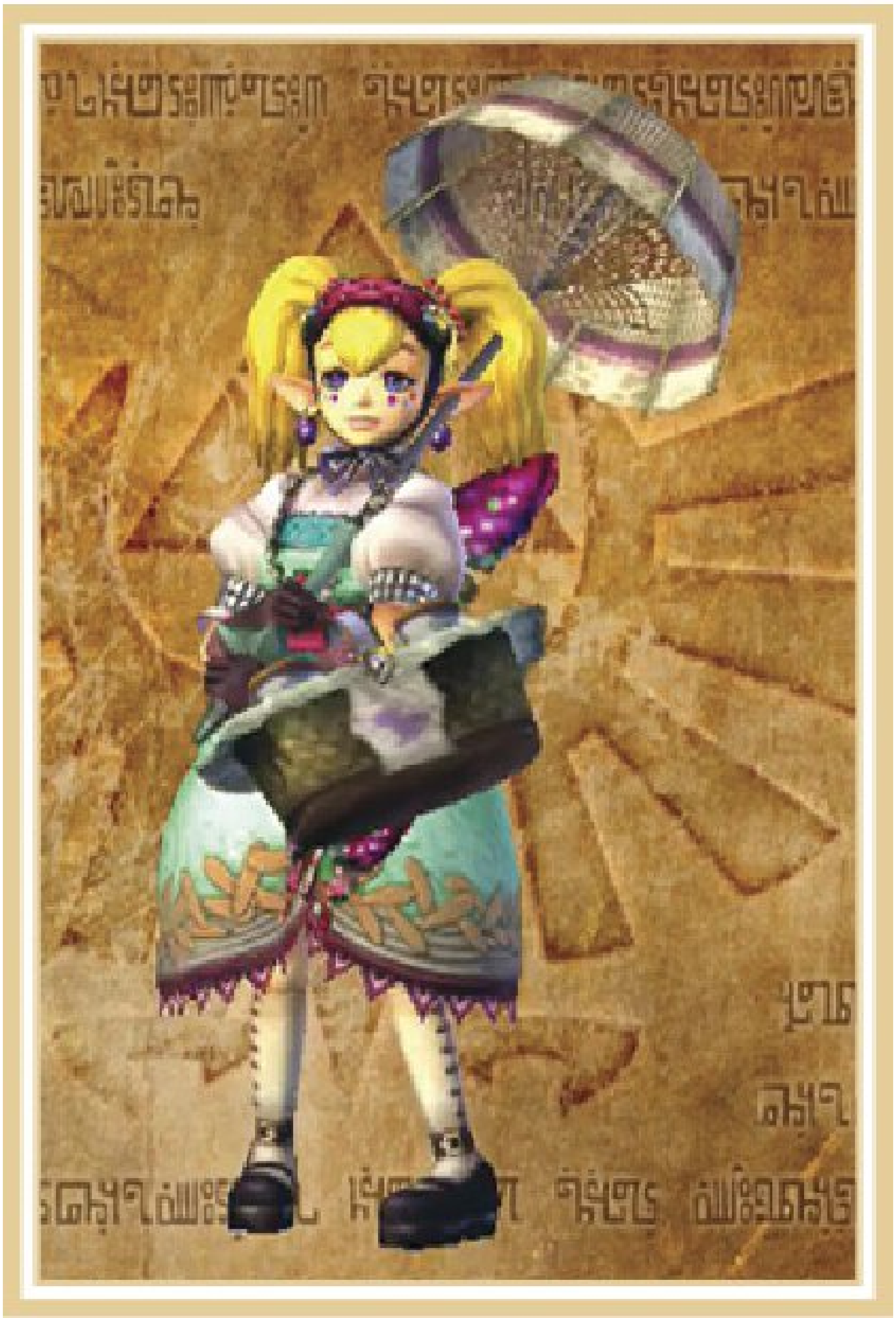
Agitha, Princess of the Bug Kingdom, is a friend of all arthropods everywhere. She has the most unorthodox move set of every other Warrior, which makes sense since she is likely the strangest of all of the Warriors. Cute, curious confusing; these words best describe Agitha when she hits the battlefield. She calls up the help of her beloved insects to defeat her enemies and fights with a parasol. She calls down a gigantic stag beetle, flies on a giant butterfly and conjures tornados with her parasol; if interesting and different is your thing, then Agitha is your Warrior.

How to Unlock

You can find this Warrior in Scenario D-7 in Adventure Mode. You must first use an Item Card in the Search Screen to locate her, and then complete the Scenario to unlock her.

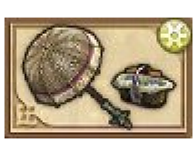
Agitha's Weapons

Parasol



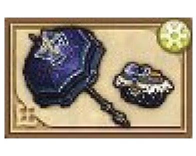
Agitha's Parasol is a tricky weapon to use. The ranges of each of its Combo Attacks vary dramatically, and they have a few tricks to them. Most of her Combo Attacks are intricate. ⓎⓎⓍ (ⒷⒷⓎ in Zelda Style), for instance, creates a large circular sigil on the ground which is used to summon a giant stag beetle. The process of her summoning the beetle takes a long time, and Agitha will jump up and down as part of the ritual. Luckily, you can avoid having to wait for her to finish jumping by pressing Ⓑ (Ⓐ in Zelda Style). This will have make her dash, and you avoid having to wait for the entire dance. Another one of her more interesting Combo Attacks is ⓎⓎⓎⓍ (ⒷⒷⒷⓎ), which launches her into the air; she then lands on a giant butterfly, which she can control until the meter underneath her Special Attack Meter depletes. That giant butterfly is a big part of what makes Agitha useful in battle. The butterfly allows her to travel at a slightly faster speed and is hard to hit while it's attacking. The ⓎⓎⓎⓎⓍ (ⒷⒷⒷⒷⓎ) has her call the stag beetle to bulldoze through anything in front of her and then summons the giant butterfly again. Keep in mind that you don't need to do these Combo Attacks to get Agitha's butterfly to appear; simply pressing Ⓧ (Ⓨ in Zelda Style) is enough to summon the butterfly for Agitha to ride.

Butterfly Parasol



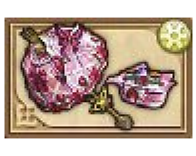
This is Agitha's starting weapon.

Luna Parasol



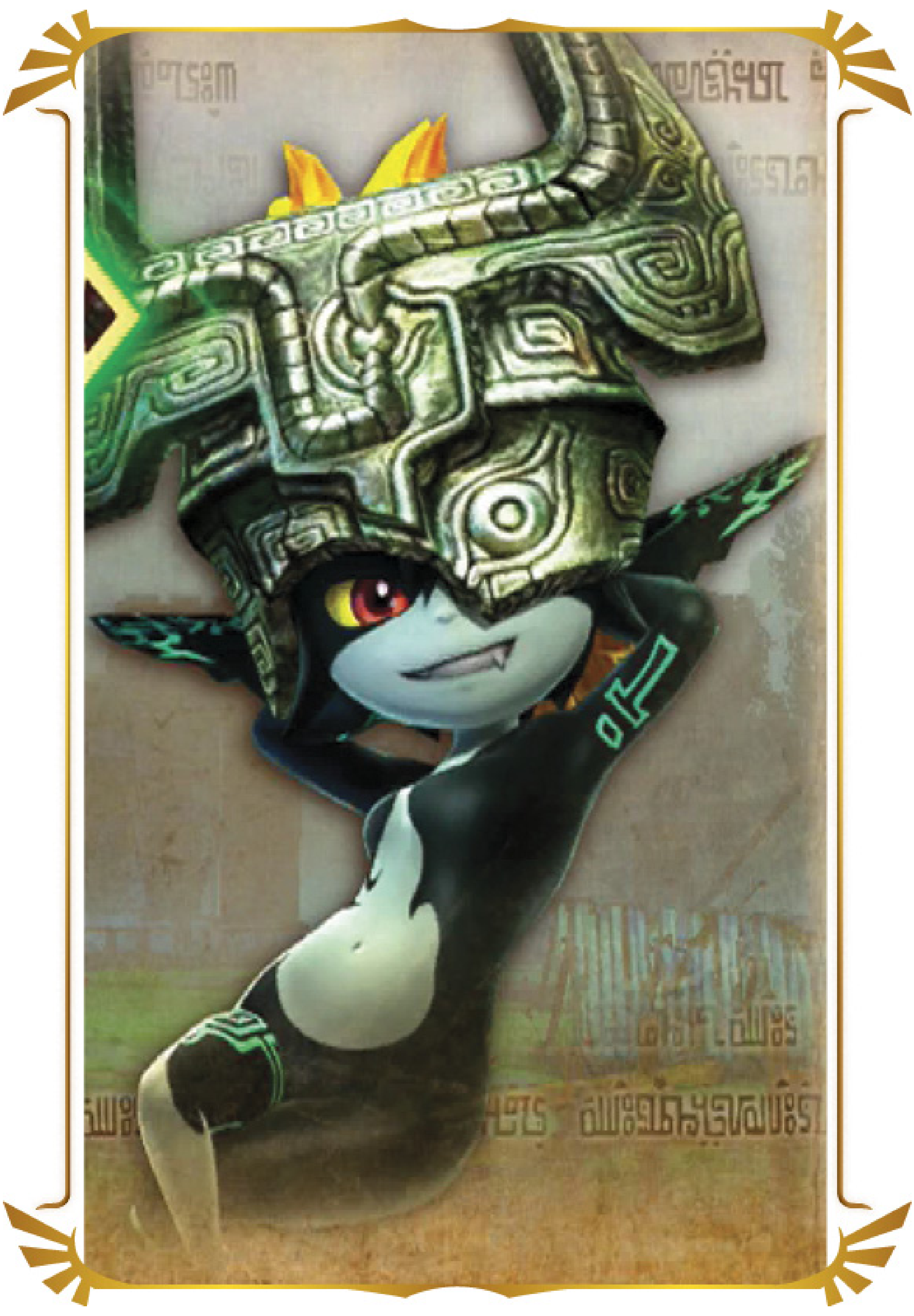
You can find this weapon in Scenario E-1 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Princess Parasol



You can find this weapon in Scenario A-4 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Midna



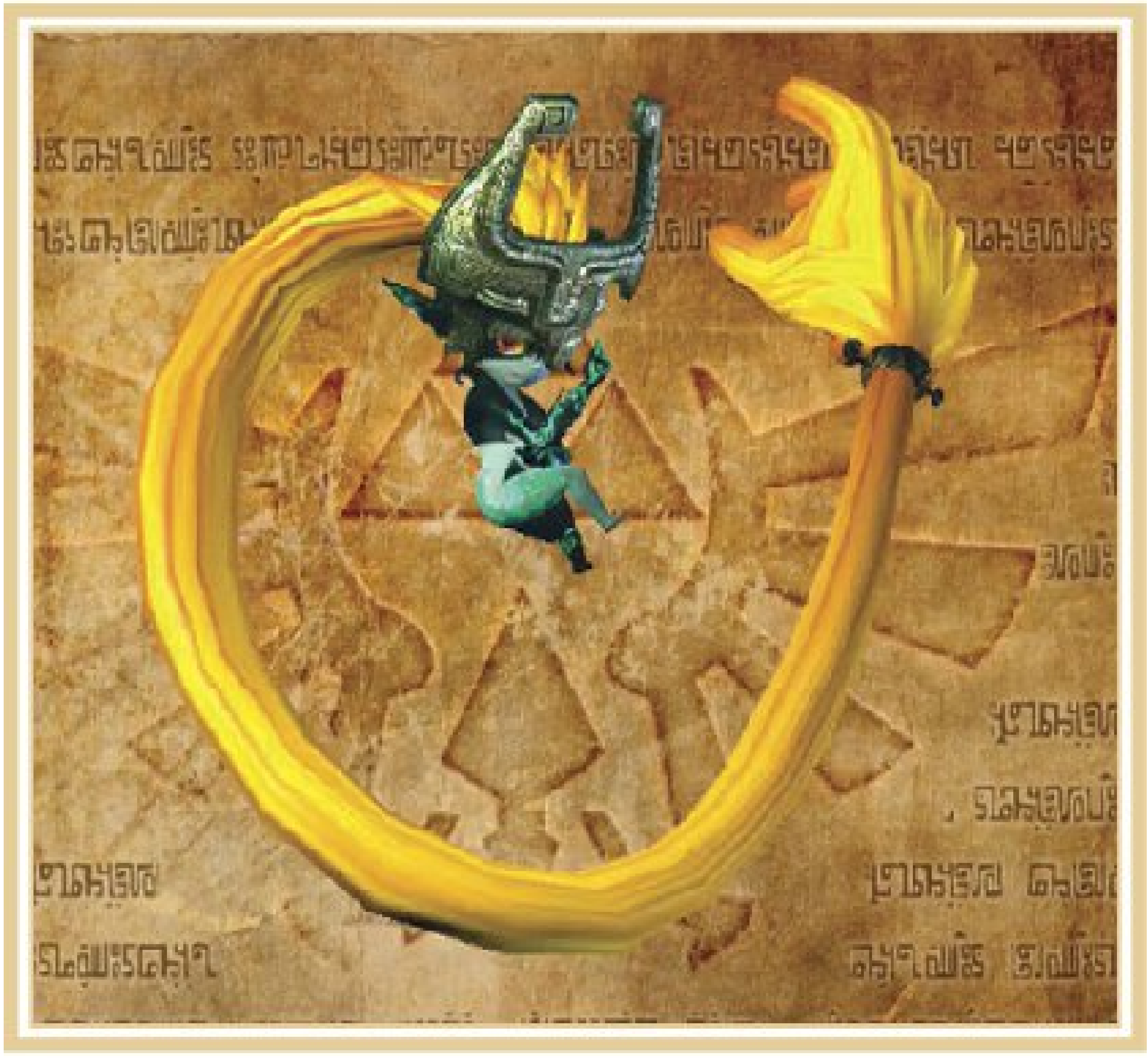
Midna is one of the most interesting Warriors in the game, both because of the design of her attacks and her mechanics. She rides on the back of a wolf while attacking with the supreme power of her magical hair. Her signature attacks involve wolf-based uppercuts and tornado suplexing enemies after grabbing them with her hair—which becomes a gigantic hand, mind you. Midna's attacks have an unpredictable and incredible range and they are extremely powerful after you upgrade them properly, which makes her one of the best Warriors for sweeping Keeps and large groups of enemy soldiers.

How to Unlock

Midna becomes available after completing Scenario 6, "The Shadow King," in Legend Mode.

Midna's Weapons

Shackle



Midna's Regular Attacks have good range and speed, but the power's a bit lacking. Her true strength comes from her Combo Attacks, but not right away. You must purchase all of Midna's Kokiri Sword Badges from the Badge Market to see her really shine. One of her best Combo Attacks is undoubtedly Ⓨ Ⓨ Ⓧ Ⓧ Ⓧ (Ⓑ Ⓑ Ⓨ Ⓨ Ⓨ in Zelda Style), an attack that allows her to summon two twilight wolves, which then proceed to attack enemies back and forth across the battlefield. Her wolves perform in a similar manner for many of her attacks, and all of them are devastating with the Kokiri Badges.

Cursed Shackle

This is Midna's starting weapon.

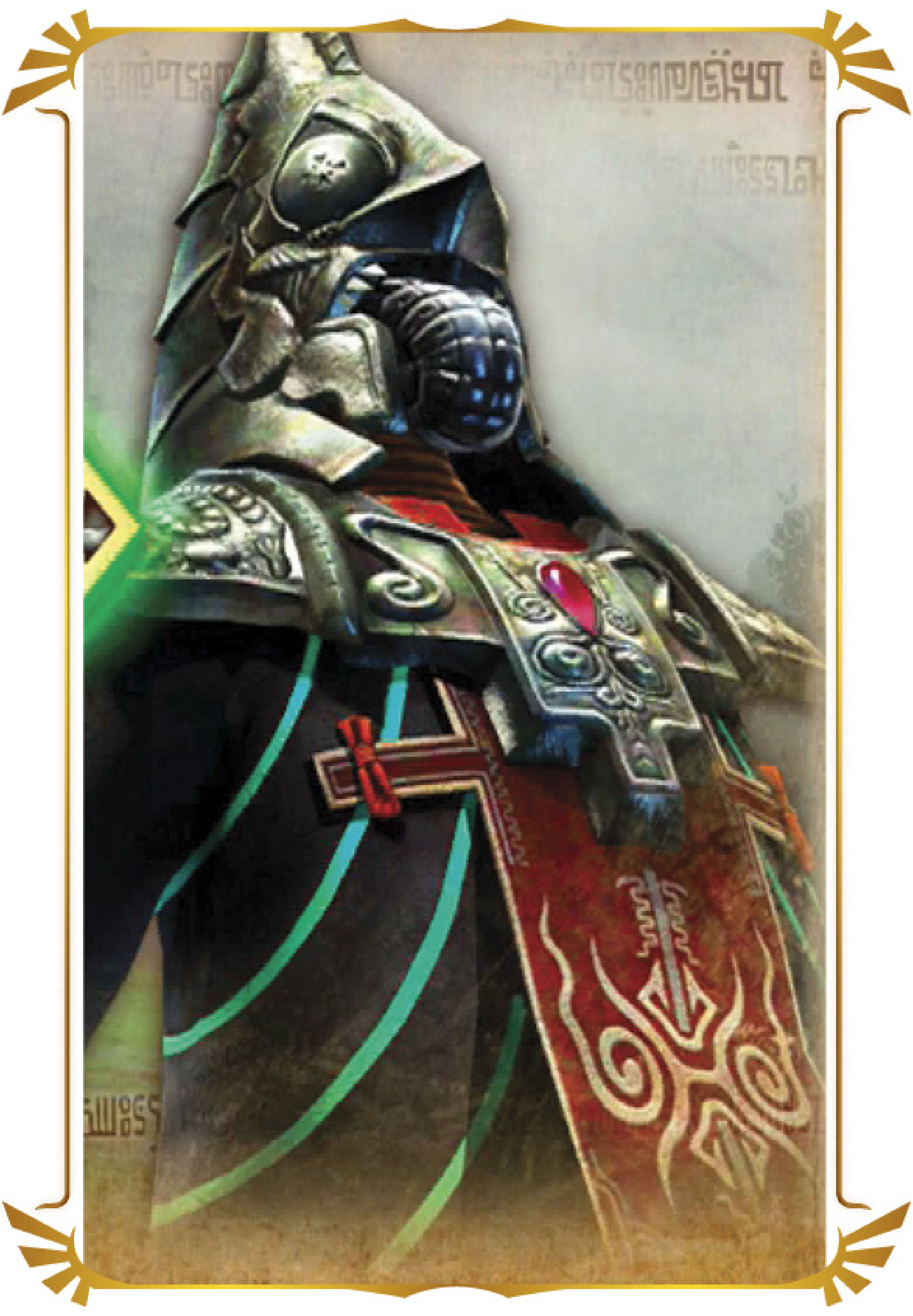
Twilight Shackle

You can find this weapon in Scenario C-9 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Sol Shackle

You can find this weapon in Scenario H-15 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Zant



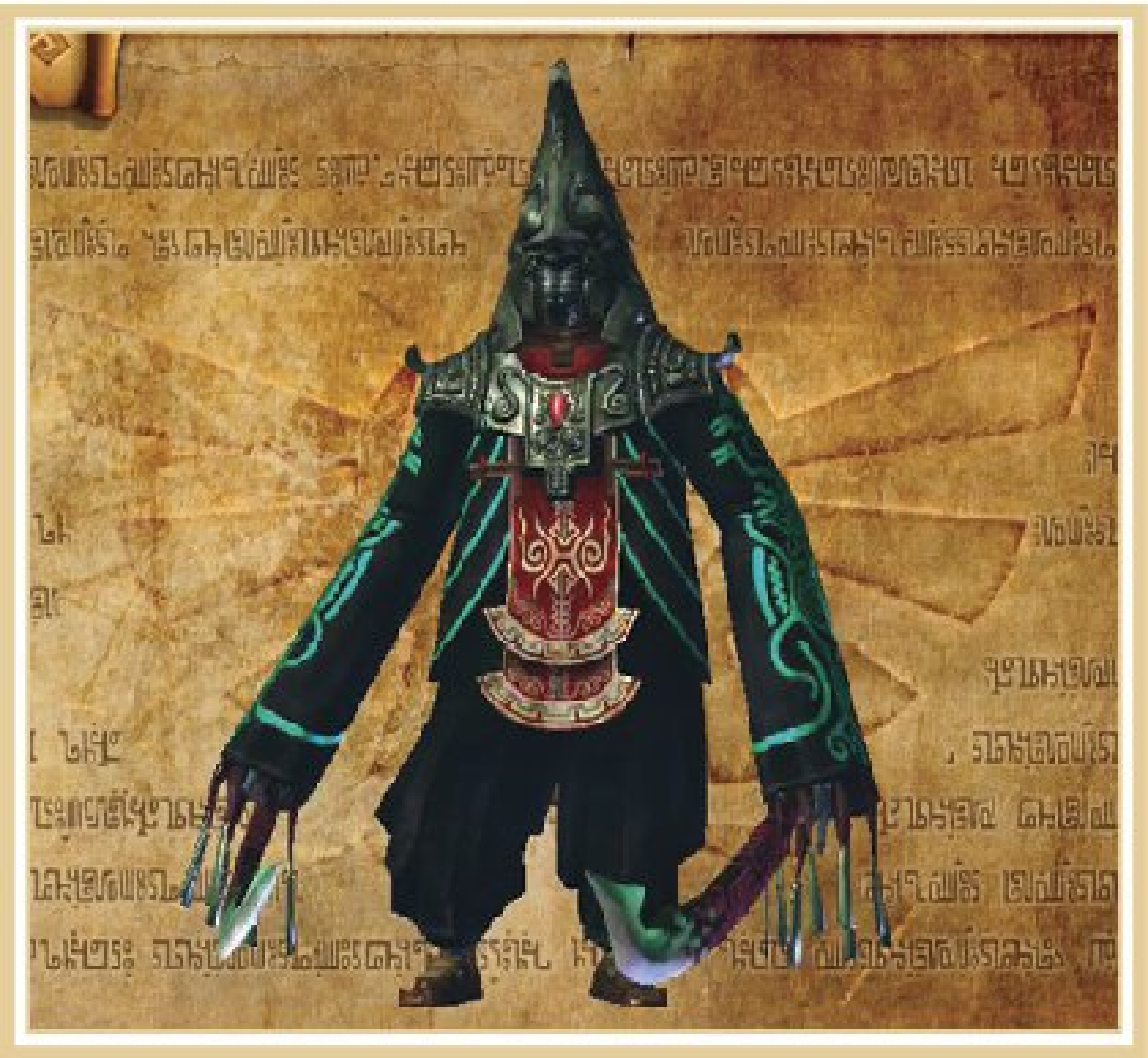
Zant's a weird dude. There are few other ways to describe him. His body contorts and twists, his face is a ghostly shade of white, and he throws temper tantrums to attack his enemies. Somehow, despite his eccentricities, he's a very solid Warrior, once you learn to wield the power of the tantrum, a totem pole, or a giant version of his helmet.

How to Unlock

You can find this Warrior in Scenario C-3 in Adventure Mode. You must first use an Item Card in the Search Screen to locate him, and then complete the Scenario to unlock him.

Zant's Weapons

Scimitar



There aren't many tricks to using Zant's Scimitars. As mentioned above, he can create a temper tantrum and a giant version of his helmet. He can also create a totem pole, atop which he'll stand and fire energy balls. Keep mashing Ⓧ (Ⓨ in Zelda Style) while on top of it to get him to fire as long as possible, but that's about the extent of this weapon's complexity. Although its moves do look like complete chaos and the ranges seem hard to gauge, really, this is just a bad-guy pounder that has a Combo Attack to meet all of your needs.

Usurper's Scimitar

This is Zant's starting weapon.

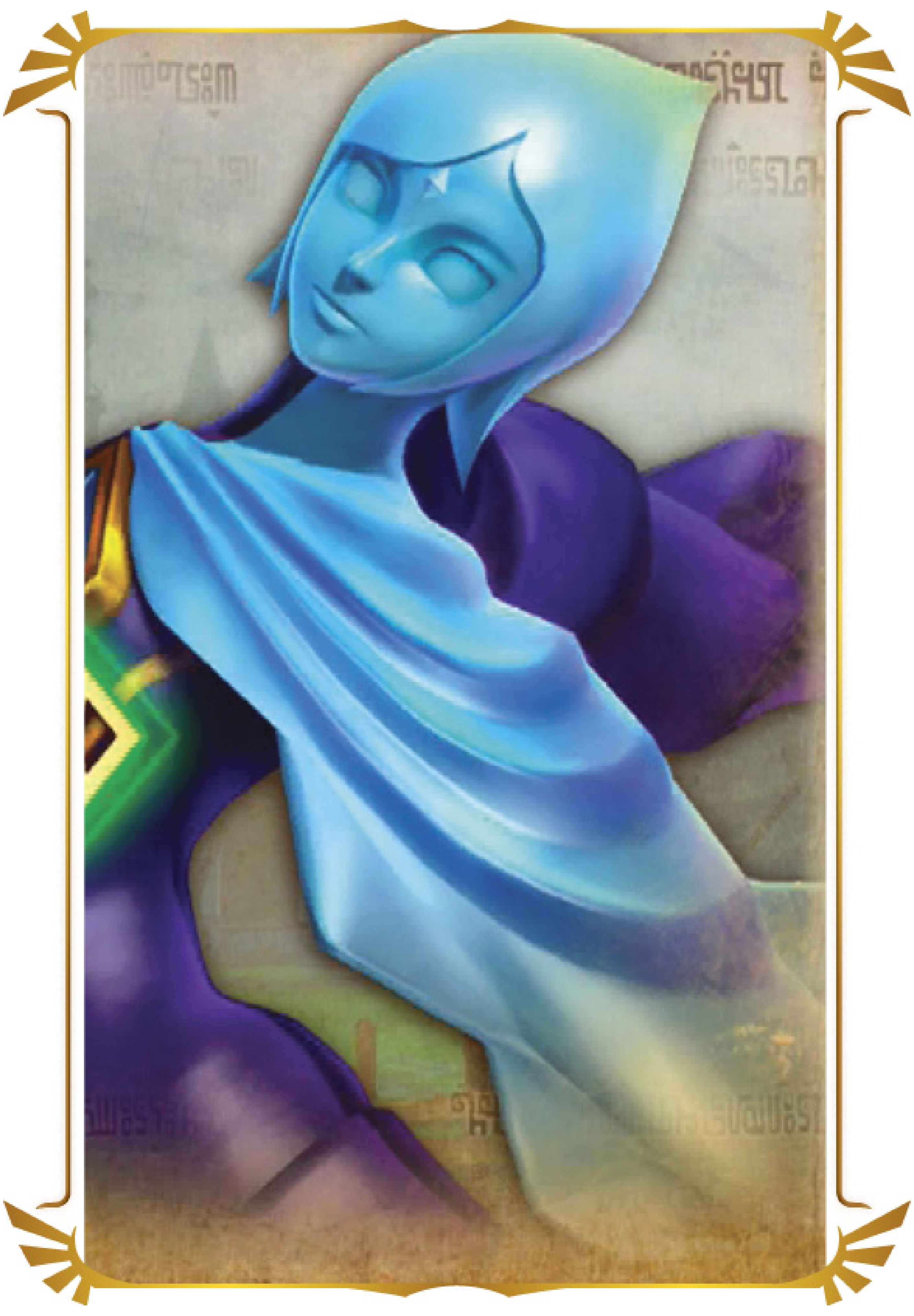
Shadow Scimitar

You can find this weapon in Scenario D-1 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then complete the Scenario to unlock this weapon.

Scimitar of Twilight

You can find this weapon in Scenario B-3 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then complete the Scenario to unlock this weapon.

Fi



As the anthropomorphized form of the Goddess Sword, Fi is the epitome of grace on the battlefield. Gliding along the battlefield with agility and beauty, Fi attacks her enemies with moves that could easily be mistaken for a choreographed dance. One of the fastest Warriors in the game, Fi has the capacity to slide in and out of fights with complete ease. She is also able to transform the Goddess Sword to reveal her true nature and to empower all of her attacks with light element. While she doesn't hit as hard as the other Warriors, her speed and agility more than make up for it.

How to Unlock

Fi becomes available after completing Scenario 9, "Land in the Sky," in Legend Mode.

Fi's Weapons

Goddess Sword

As we said above, Fi IS the Goddess Sword, which allows for some pretty interesting Special Attacks. When she's not dancing across the battlefield and leaping through the air, Fi transforms into the Goddess Sword to smite foes with a blender-like attack. She's also fully capable of powering up her *Skyward Sword* powers by pointing herself at the sky while in her sword form. This fills up the light element bar underneath her Special Meter, which makes her attacks more damaging as long as it's full. To perform this move, simply press Ⓧ (Ⓨ in Zelda Style) and the bar will fill completely. Anytime you notice it getting low, just press Ⓧ again to refill it.

Goddess Sword

This is Fi's starting weapon.

Goddess Longsword

You can find this weapon in Scenario F-5 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then complete the Scenario to unlock this weapon.

True Goddess Blade

You can find this weapon in Scenario H-14 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then complete the Scenario to unlock this weapon.

Ghirahim

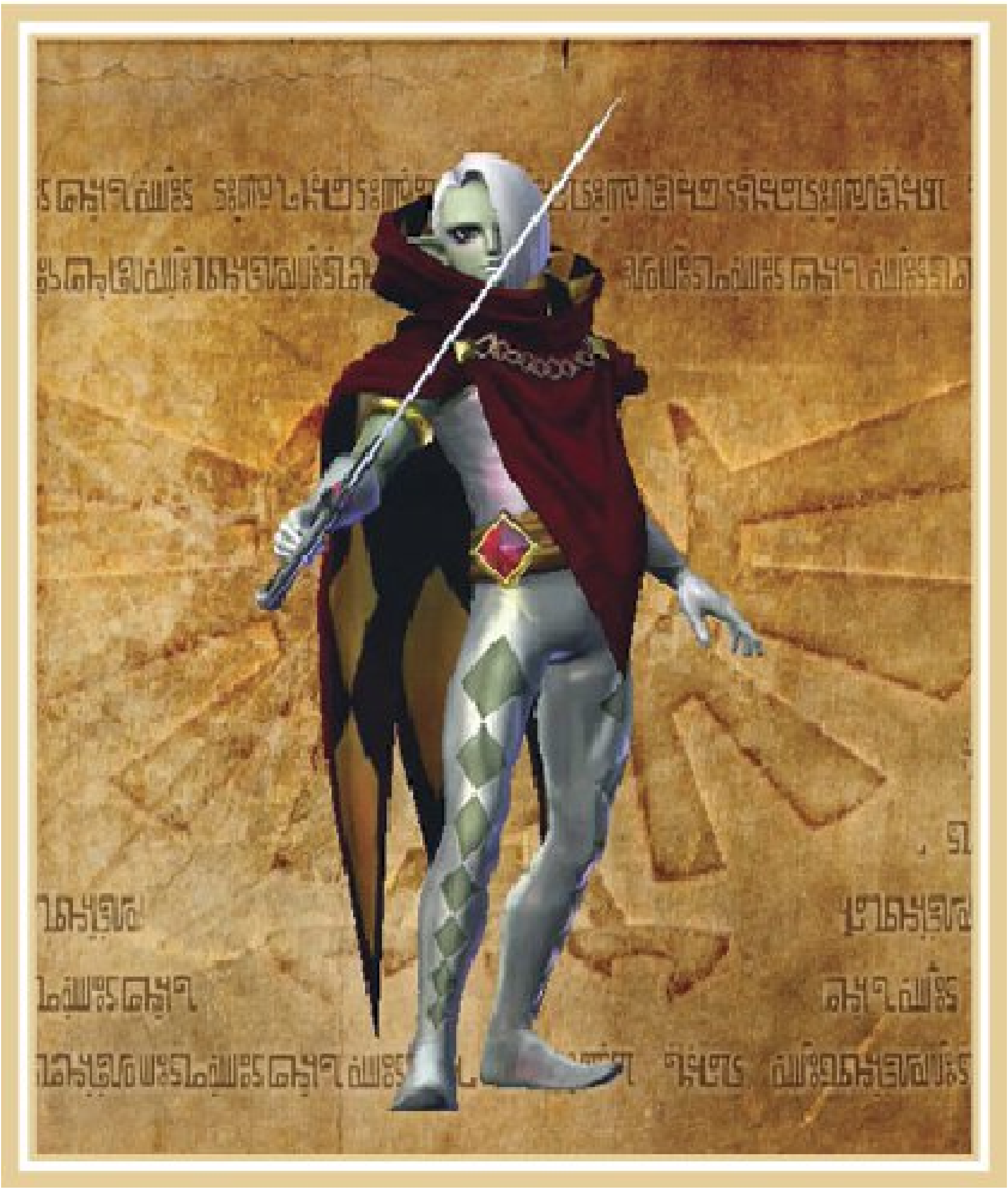
Ghirahim is a Warrior of misrepresentation. When you first see him in-game, he seems like a goofy, failed court jester who couldn't fight a simple Bokoblin, let alone an enemy Warrior. When you play as him, he seems clunky and pathetically weak, but both impressions are very quickly dispelled after a Scenario or two, when you realize that this failed jester is actually a master assassin. His goofy side is quickly eclipsed by the sheer devastation of his attacks, and we're not talking about how hard they hit. All of Ghirahim's attacks look otherworldly and brutal as heck. From there, he further proves his ferociousness with devastating attacks against other Warriors and the lesser troops on the field. Very few Warriors can mop up enemy Warriors as quick as Ghirahim, which undoubtedly make him a Warrior to have in your roster.

How to Unlock

You can find this Warrior in Scenario G-3 in Adventure Mode. You must first use an Item Card in the Search Screen to locate him, and then complete the Scenario to unlock him.

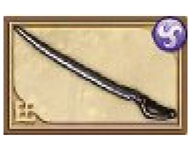
Ghirahim's Weapons

Demon Sword



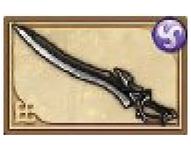
Ghirahim's Demon Sword is one of the best weapons with ranged attacks. While not all of his Regular Attacks are ranged, the ones that are cut through crowds of enemies like a knife through butter. We know, we know: That's a tired cliché, but truly, there is no better way to describe how effortlessly his ranged attacks go through enemy soldiers. Add to that the amount of punishment his Special Attack can dole out and you've got yourself one of the deadliest Warriors with one of the deadliest weapons.

Demon Tribe Sword



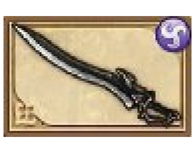
This is Ghirahim's starting weapon.

Demon Longsword



You can find this weapon in Scenario D-5 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then complete the Scenario to unlock this weapon.

True Demon Blade

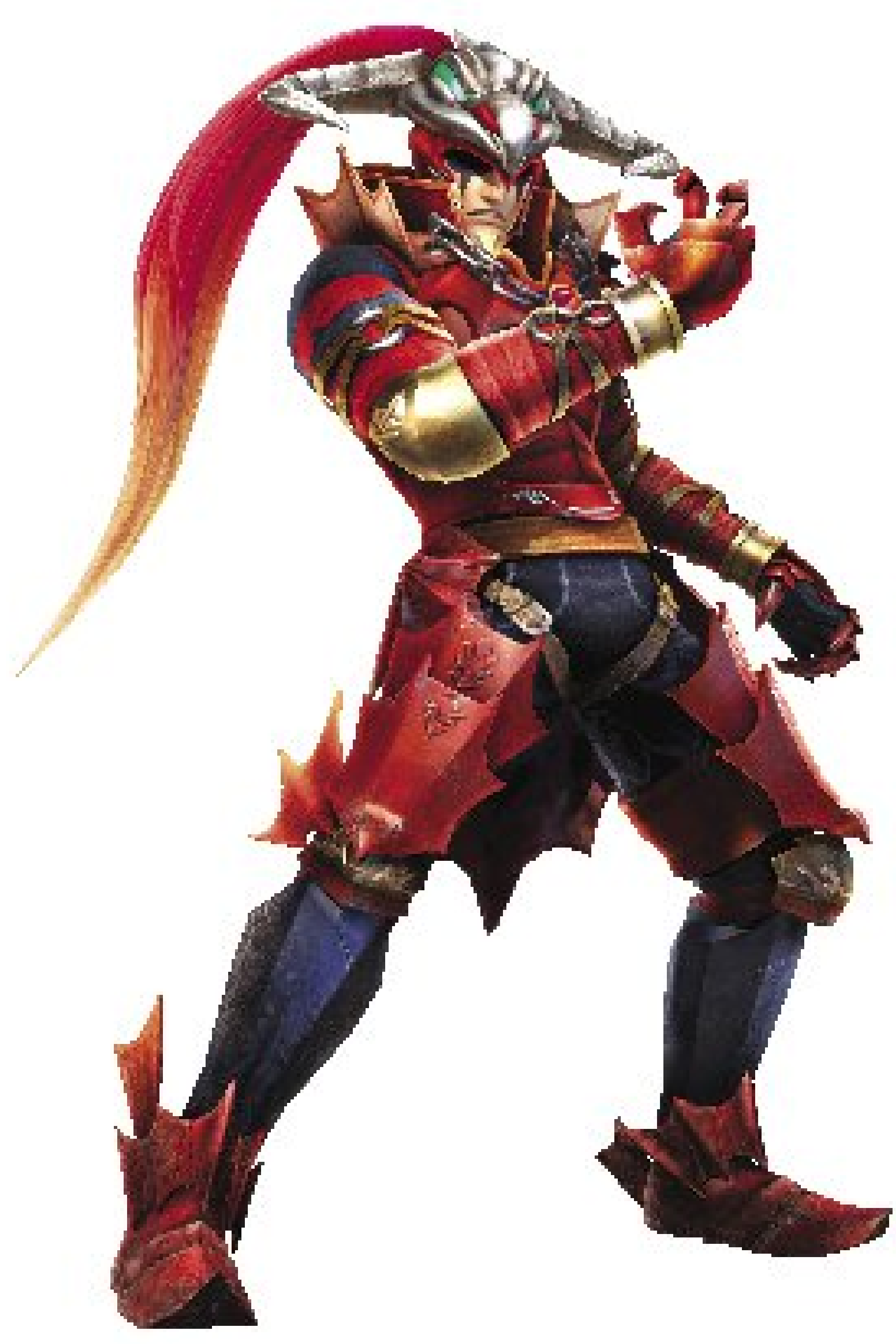


You can find this weapon in Scenario B-9 in Adventure Mode. You must first use an Item Card in the Search Screen to locate it, and then complete the Scenario to unlock this weapon.

Non-Playable Warriors

Although you've already learned about the game's playable Warriors, there are still a few Warriors to talk about that aren't playable, namely, Volga, Wizzro, and Cia.

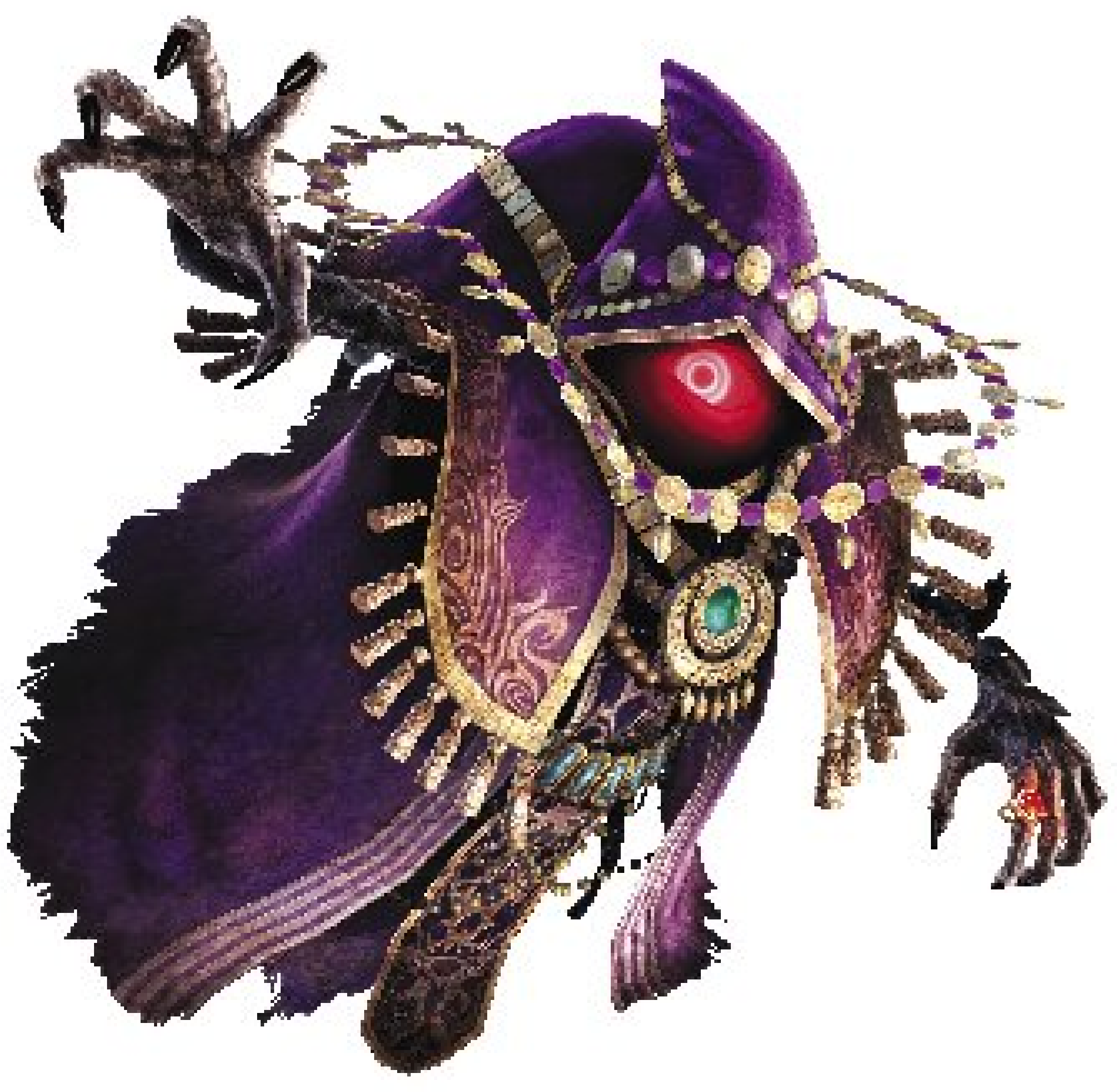
Volga



Cia's enforcer and a noble dragon knight, Volga is a tenacious Warrior that will constantly try to upset the heroes' plans by invading the battlefield when you least expect it. He is clearly inspired by the legendary dragon Volvagia, that is seen throughout the *Zelda* series, and it shows: One of his attacks turns Volga into the dragon itself, allowing him to dive into his enemies and create a fiery explosion.

Although he works for Cia, Volga is Warrior of integrity. He is always hunting for his next great battle, but he wants to be the greatest Warrior through his own means. Cia's power corrupts him, and he becomes stronger as a result, but at a cost that he's not happy to pay. After a convincing argument from Princess Zelda, Volga resists Cia's dark power and eventually banishes it from himself altogether. Removing Cia's dark power leaves Volga with a need to prove his strength once and for all. He challenges Link, the only Warrior he sees as a true rival, to one final battle to prove definitively who the greatest Warrior on the battlefield is. Link wins and Volga admits defeat, leaving the battlefield as a true Warrior, never to be tainted by evil's touch again.

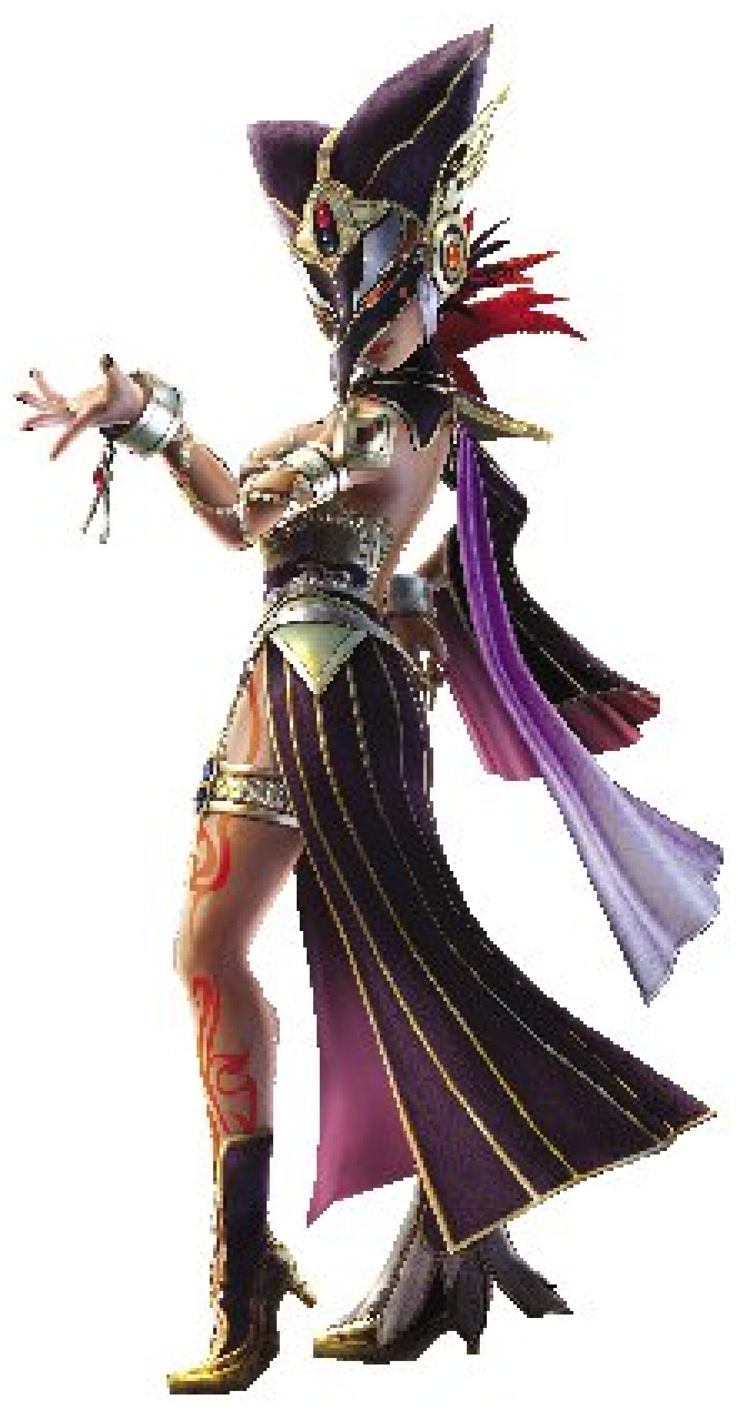
Wizzro



Initially believed to be the one pulling all the strings, Wizzro is Cia's second-in-command and the dark forces' resident trickster. He's often seen leading attacks on Hylian forces whenever Cia isn't around. He's also capable of transforming himself to look like other people and uses this trick to fool the heroes a couple of times.

Unlike Volga, Wizzro is not noble; he's a textbook example of a corrupt and evil individual. He would likely stab Cia in the back in a second if he were ever given the chance. Fortunately, Wizzro meets his end at Link's hand when Link takes hold of the Master Sword in the Temple of the Sacred Sword. After being beaten many times before, Wizzro makes one last attempt at stopping the heroes' advance against Cia's army, but he vastly underestimates the Master Sword's power and falls to it once and for all.

Cia



Once a great sorceress who monitored the Triforce across all of time and space, Cia became corrupted by Ganondorf's dark whispers into her heart. Like any person, Cia, though wise, had the smallest capacity for evil, which was then manipulated by Ganondorf, whose soul was locked up in Cia's domicile. It took time to for the corruption to become absolute, but the result was terrible and dramatic; Cia became a force for evil, obsessed with obtaining both the Triforce and Link, to whom she developed an attraction. The only good she had left in her then left her body to become Lana, the Sorceress of the Forest and an incredible ally to the heroes.

Having a piece of Ganondorf's soul locked away in her place of residence gave Cia access to the Triforce of Power—a tool she thought she could wield to her advantage. With the other pieces of the Triforce and Link on her mind, she began her conquest of Hyrule, starting with Hyrule Field, the home of Hyrule Castle.

Cia's assault of Hyrule is quickly beaten back by the heroes, but she is an incredible sorceress with the power to see through all of time. She uses these powers to her advantage, when she is backed into a corner by the heroes, by opening the Gate of Souls, which opens portals to times across Hyrule's history. If she can't conquer Hyrule with the heroes blocking her at every turn, she decides she'll just have to remove them from the equation entirely by traveling through time to points when they are not around.

The sorceress creates armies in the time periods of *Ocarina of Time*, *Twilight Princess*, and *Skyward Sword*, but she is beaten at every turn by the heroes Link, Impa, Lana, and Zelda, and new allies found in each of the three time periods. The heroes succeed in closing the Gates of Souls, forcing Cia into a corner. Seeing that her campaign of terror is almost over, Cia gives her lifeforce to empower her soldiers in the Valley of Seers. But even with a superpowered army, Cia is still defeated by the heroes—this time for good.

Cia laments her fate and shares her regrets of never having been loved by Link as she takes her last few breaths. She was once a great and wise sorceress who fell to Ganondorf's powers of corruption. Now, Lana is all that remains of her once-great legacy.

With Cia's passing, the chains that hold the final piece of Ganondorf's soul in place lift and the King of Darkness is allowed to run free once more, and Cia's legacy is further marred. If only it could have been different. If only she could have resisted Ganondorf's corrupting presence. If only . . .

Extras

This chapter covers all the extra bits of *Hyrule Warriors* that weren't covered in the Walkthrough. Here are lists of all the Potions the Apothecary sells, all the enemies and what Materials they drop, all the Weapon Skills and what they do, all the Sub-Weapons and where to find them, and all the Medals.

Extras

Potions

Below is a list of all of the Potions you can unlock and use at the Apothecary in the Bazaar. You must defeat Skulltulas to get the Apothecary to increase its stock. Potions will be added to the store's inventory after defeating 2, 7, 25 and 50 Gold Skulltulas.

Potion Name	Potion Description	Materials Required
Weapon Drop I	Weak increase to weapon-drop rate	20 Bronze Materials
Weapon Drop II	Mid increase to weapon-drop rate	5 Silver Materials
Weapon Drop III	Strong increase to weapon-drop rate	1 Gold Material
Weapon Rank I	Weak increase to dropped-weapon ranks	20 Bronze Materials
Weapon Rank II	Mid increase to dropped-weapon ranks	5 Silver Materials
Weapon Rank III	Strong increase to dropped-weapon ranks	1 Gold Material
Weapon Star I	Weak increase to dropped-weapon stars	20 Bronze Materials
Weapon Star II	Mid increase to dropped-weapon stars	5 Silver Materials
Weapon Star III	Strong increase to dropped-weapon stars	1 Gold Material
Weapon Slot I	Weak increase to dropped-weapon slots	20 Bronze Materials
Weapon Slot II	Mid increase to dropped-weapon slots	5 Silver Materials
Weapon Slot III	Strong increase to dropped-weapon slots	1 Gold Materials
Empty Slot I	Weak increase to weapon drops with empty skills	20 Bronze Materials
Empty Slot II	Strong increase to weapon drops with empty skills	1 Gold Material
Attack Skill I	Weak increase to weapon drops with attack (ATK) skills	20 Bronze Materials
Attack Skill II	Strong increase to weapon drops with attack (ATK) skills	1 Gold Material
Element Skill I	Weak increase to weapon drops with element (ELE) skills	20 Bronze Materials
Element Skill II	Strong increase to weapon drops with element (ELE) skills	1 Gold Material
VS Skill I	Weak increase to weapon drops with VS skills	20 Bronze Materials
VS Skill II	Strong increase to weapon drops with VS skills	1 Gold Material
Bonus Skill I	Weak increase to weapon drops with bonus (BON) skills	20 Bronze Materials
Bonus Skill II	Strong increase to weapon drops with bonus (BON) skills	1 Gold Material
KO Skill I	Weak increase to weapon drops with KO skills	20 Bronze Materials
KO Skill II	Strong increase to weapon drops with KO skills	1 Gold Material
Special Skill I	Weak increase to weapon drops with special (SP) skills	20 Bronze Materials
Special Skill II	Strong increase to weapon drops with special (SP) skills	1 Gold Material

Extras

Enemies and Materials

Below is a description of all of the Materials that can be found in Hyrule Warriors and what enemies carry them. Materials are used to purchase Potions and Badges from the Bazaar. Each enemy has a chance to drop one of a set number of items, each with a different colored Material bag. Bronze Materials are the most common, while Gold are the most rare.

Enemy	Bronze Drop	Silver Drop	Gold Drop
Bulblin	Metal Plate	—	—
Stalkid	Monster Tooth	—	—
Bokoblin	Old Rag	—	—
Hylian Soldier	Soldier's Uniform	—	—
Goron	Rock	—	—
Aeralfos	Aeralfos Leather	Round Aeralfos Shield	—
Fiery Aeralfos	Fiery Aeralfos Leather	Fiery Aeralfos Wing	—
Gibdo	Gibdo Bandage	Heavy Gibdo Sword	—
ReDead Knight	ReDead Bandage	ReDead Knight Ashes	—
Lizalfos	Lizalfos Scale	Lizalfos Gauntlet	—
Dinolfos	Dinolfos Scale	Dinolfos Arm Guard	—
Moblin	Moblin Flank	Moblin Spear	—
Shield Moblin	Shield Moblin Helmet	Metal Moblin Shield	—
Darknut	Piece of Darknut Armor	Large Darknut Sword	—
Stalmaster	Stalmaster Wrist Bone	Stalmaster's Skull	—
Big Poe	Big Poe Necklace	Big Poe's Lantern	—
Icy Big Poe	Essence of Icy Big Poe	Icy Big Poe's Talisman	—
Hylian Captain	Hylian Captain Gauntlet	Holy Hylian Shield	—
Goron Captain	Goron Armor Breastplate	Thick Goron Helmet	—
Link	—	Link's Boots	Link's Scarf
Impa	—	Impa's Hair Band	Impa's Breastplate
Sheik	—	Sheik's Kunai	Sheik's Turban
Lana	—	Lana's Hair Clip	Lana's Cloak
Midna	—	Midna's Hair	Midna's Fused Shadow
Darunia	—	Darunia's Spikes	Darunia's Bracelet
Fi	—	Fi's Heels	Fi's Crystal
Zelda	—	Zelda's Brooch	Zelda's Tiara
Agitha	—	Agitha's Basket	Agitha's Pendant
Ruto	—	Ruto's Earrings	Ruto's Scale
Volga	—	Volga's Helmet	Volga's Dragon Spear
Wizzro	—	Wizzro's Robe	Wizzro's Ring
Cia	—	Cia's Bracelet	Cia's Staff
Ghirahim	—	Ghirahim's Sash	Ghirahim's Cape
Zant	—	Zant's Magic Gem	Zant's Helmet
Ganondorf	—	Ganondorf's Gauntlets	Ganondorf's Jewel
King Dodongo	—	King Dodongo's Claws	King Dodongo's Crystal
Gohma	—	Gohma's Acid	Gohma's Lens
Manhandla	—	Manhandla's Toxic Dust	Manhandla's Sapling
Argorok	—	Argorok's Embers	Argorok's Stone
The Imprisoned	—	The Imprisoned's Scales	The Imprisoned's Pillar
Ganon	—	Ganon's Mane	Ganon's Fang

Extras

Sub-Weapons

Sub-Weapons are items that each serve a specific purpose. Most Sub-Weapons permanently stay in your possession after you've obtained them, but a few are limited to the Scenarios they are found in, or have limited uses during a battle. Here is a list of all six Sub-Weapons and how to obtain them.

Bombs

Bombs are used to destroy boulders, cracked walls, and Beamos statues, and are the item used to reveal King Dodongo's Weak Point Mark. Picking up the Bombs power-up will transform the Bombs into one gigantic Bomb, which is excellent for clearing Keeps and large groups of enemies. This Sub-Weapon can be found in Scenario 1 of Legend Mode.

Bow

The Bow is used to defeat Deku Babas and is also the weakness of the Gohma. If you shoot an enemy with this Sub-Weapon, it will stun them momentarily. Picking up the power-up for the Bow will make it fire Light Arrows, which stun enemies for a longer time and split into multiple arrows to hit more enemies. You can find the Bow in Scenario 3 of Legend Mode.

Boomerang

The Boomerang is used to cut down Walls of Vines and is the item used to reveal the Manhandla's Weak Point Mark. It can also dizzy enemies, stunning them for even longer than the Bow. When you grab the Boomerang power-up, it temporarily turns the Boomerang into the Gale Boomerang, which creates small tornadoes on the field when you throw it. This Sub-Weapon can be found in Scenario 4 of Legend Mode.

Hookshot

The Hookshot is used to pull you to new heights on Scenarios with strange-looking plaques, which almost exclusively contain Gold Skulltulas. It is also the item needed to reveal the Argorok's Weak Point Mark. You can find the Hookshot in Scenario 6, Palace of Twilight.

Potion

The Potion is used to heal ten of your current Warrior's Hearts during a battle. You can purchase Badges from the Badge Market to increase the number of times you can use this Sub-Weapon and how much it heals you Warrior. This item is obtained during the tutorial at the beginning of the game.

Fairies

Fairies are used to dispel Barriers in Adventure Mode Scenarios. Barriers have one of several different elements and entering a Barrier before dispelling it means constant damage for your Warrior as long as you are standing inside it. To dispel a Barrier, you need a Fairy of the same element, unless it's a Barrier of Light or Darkness (you need to use a Fairy of Light on a Barrier of Darkness, and vice versa). Fairies are found only in Adventure Mode, as are Barriers.

Extras

Weapon Skills

Here is a list of all the Weapon Skills you can find in the game and their descriptions.

Bonus Skills

Skill Name	Skill Description
Slots+	Increases chances of a many-slotted weapon drop.
Stars+	Increases chances of a high-star weapon drop.
Hearts+	Hearts drop more easily.
Rupees+	Increases number of Rupees fallen enemies drop.
Materials+	Makes it easier to get good materials.
EXP+	Increases experience points fallen enemies give.
Health+	Defeating enemies restores health.

Elemental Attack Skills

Skill Name	Skill Description
Fire+	Increases blast radius of exploding foes.
Water+	Increases duration of continuous damage effects.
Lightning+	Makes it easier to juggle enemies with air combos.
Light+	Increases duration of damage effects.
Darkness+	Damage effects occur against multiple enemies.

Special Attack Skills

Skill Name	Skill Description
Special+	Defeating enemies restores Special Attack gauge.

Strong Attack Skills

Skill Name	Skill Description
Strong Attack+	Increases Ⓧ (Ⓨ in Zelda Style) attack damage.
Strength II	Increases ⓎⓍ (ⒷⓎ in Zelda Style) attack damage.
Strength III	Increases ⓎⓎⓍ (ⒷⒷⓎ in Zelda Style) attack damage.
Strength IV	Increases ⓎⓎⓎⓍ (ⒷⒷⒷⓎ in Zelda Style) attack damage.
Strength V	Increases ⓎⓎⓎⓎⓍ (ⒷⒷⒷⒷⓎ in in Zelda Style) attack damage.
Strength VI	Increases ⓎⓎⓎⓎⓎⓍ (ⒷⒷⒷⒷⒷⓎ in Zelda Style) attack damage.

Enemy Specific Attack Skills

Skill Name	Skill Description
VS Legend	Increases attack damage against Link, Zelda, and Ganondorf.
VS Time	Increases attack damage against Darunia, Ruto, and Sheik.
VS Twilight	Increases attack damage against Midna, Agitha, and Zant.
VS Skyward	Increases attack damage against Impa, Fi, and Ghirahim.
VS Sorceress	Increases attack damage against Cia and Lana
VS Beast	Increases attack damage against Manhandla, Gohma, and The Imprisoned.
VS Dragon	Increases attack damage against King Dodongo, Argorok, Volga, Lizalfos, Dinolfos, Aeralfos, and Fiery Aeralfos.
VS Undead	Increases attack damage against Wizzro, Big Poe, Icy Big Poe, Gibdo, ReDead Knight, Darknut, and Stalmaster
VS Soldier	Increases attack damage against Hylian Soldiers, Goron Soldiers, Bokoblins, and Bulbins.
VS Ganon	Increases attack damage against Ganon.

Sub-Weapon Attack Skills

Skill Name	Skill Description
Bombs+	Defeating enemies powers up your bombs.
Arrows+	Defeating enemies powers up your bow and arrows.
Boomerang+	Defeating enemies powers up your boomerang.
Hookshot+	Defeating enemies powers up your Hookshot.

Other Skills

Skill Name	Skill Description
Compatriot	Deal more damage when you control more Keeps.
One-Hit Kill	Increases chance of one-hit-KO'ing weak enemies.
Sturdy Feet	Take more damage, but never get knocked back.
Regen	Take more damage, but regain health over time.
Defenseless	Cannot block, but attacks deal more damage.
No Healing	Healing is minimal, but attacks deal more damage.
Adversity	Deal more damage when health is low.

Master Sword Specific Skills

Skill Name	Skill Description
Evil's Bane	Increases base weapon strength by 200.
Legendary	Increases base weapon strength by 300.

Extras

Medals

Hyrule Warriors rewards players for accomplishing specific milestones by giving them Medals. Obtaining all of these is only for the most devoted completionists, as some players won’t have the stomach to complete the requirements for these. Prove that you’re a cut above the rest by getting every Medal in the game; this list shows you how.

Title	Requirement
Destructive Force	Defeated 1,000 or more enemies in one battle.
A Hundred Years Ahead	Defeated 100 or more enemies with one Special Attack.
Magical Warrior	Defeated 500 enemies during one Focus Spirit use.
Hyrule Warrior	Defeated a total of 100,000 or more enemies.
Millionaire	Acquired a total of 1,000,000 or more Rupees.
Weapons Master	Acquired a total of 1,000 or more weapons.
Treasure Hunter	Acquired a total of 100 or more super-rare Materials.
Lawn Mower	Cut a total of 1,000 or more clumps of grass.
Everyone’s Hero	Saved an ally 500 or more times.
Marathon Man	Dashed a total of 42.195 km or more.
Hero in the Green Tunic	Completed Legend Mode.
The Real Deal	Completed Legend Mode in Hero Mode difficulty.
Serious Adventurer	Attained A-Rank in Adventure Mode.
Connected Worlds	Completed Adventure Mode.
Ruler of the World	Attained A-Rank in all battles in Adventure Mode.
A Secret to Everybody	Found all secret elements in Adventure Mode.
Bug Catcher	Defeated 50 Gold Skulltulas.
Know-It-All	Completed five illustrations.
Big Bro	Completed 10 Rescue Battles in Adventure Mode.
Badge Collector	Created every kind of badge.
Granny’s Boy	Created every kind of mixture.
Craftsman	Completed a battle using only items.
True Master Sword	Awoke the true power of the Master Sword.
Cucco’s Revenge	Managed to get defeated by a Cucco.
Superstar	Activated all Focus Spirit bonuses.

Badges

Link

In this section you will find a list of all the badges each Warrior can use and the Materials required to make them.

Attack Badges

Badge Name	Material 1	Material 2	Material 3
Stamina Fruit I	Lizalfos Scale x 1	x	x
Stamina Fruit II	Ganondorf's Gauntlet x 1	King Dodongo's Claws x 1	Lizalfos Scale x 3
Stamina Fruit III	Ganondorf's Jewel x 1	King Dodongo's Claws x 2	Lizalfos Gauntlet X 2
Digging Mitts I	Lizalfos Scale x 1	x	x
Digging Mitts II	Ganondorf's Gauntlet x 1	King Dodongo's Claws x 1	Lizalfos Scale x 3
Digging Mitts III	Ganondorf's Jewel x 1	King Dodongo's Claws x 2	Lizalfos Gauntlet X 2
Kokiri Sword I	Monster Tooth x 1	x	x
Kokiri Sword II	Piece of Darknut Armor x 1	Monster Tooth x 1	x
Kokiri Sword III	Moblin Flank x 1	Monster Tooth x 1	x
Kokiri Sword IV	Stalmaster Wrist Bone x 1	Monster Tooth x 1	x
Hover Boots I	Lizalfos Scale x 2	x	x
Hover Boots II	Ganondorf's Gauntlet x 1	King Dodongo's Claws x 1	Lizalfos Scale x 3
Hover Boots III	Ganondorf's Jewel x 1	King Dodongo's Claws x 2	Lizalfos Gauntlet X 2
Din's Fire I	Moblin Flank x 1	Monster Tooth x 1	x
Din's FIre II	Stalmaster Wrist Bone x 1	Monster Tooth x 1	x
Din's Fire III	Ganon's Fang x 1	Ganon's Mane x 2	Lizalfos Gauntlet X 2
Fierce Diety's Mask I	Dinalfos Fang x 1	Monster Tooth x 1	x
Fierce Diety's Mask II	Ganondorf's Jewel x 1	King Dodongo's Claws x 2	Lizalfos Gauntlet X 2
Wooden Sword I	Monster Tooth x 1	x	x
Wooden Sword II	Piece of Darknut Armor x 1	Monster Tooth x 1	x
Wooden Sword III	Moblin Flank x 1	Monster Tooth x 1	x
Wooden Sword IV	Hylian Captain Gauntlet x 1	Monster Tooth x 1	x
Great Fairy Sword I	Monster Tooth x 1	x	x
Great Fairy Sword II	Goron Armor Breastplate x 1	Monster Tooth x 1	x
Great Fairy Sword III	Lizalfos Scale x 1	Monster Tooth x 1	x
Great Fairy Sword IV	Fiery Aeralfos Leather x 1	Monster Tooth x 1	x
Giant's Knife I	Monster Tooth x 1	x	x
Giant's Knife II	Aeralfos Leather x 1	Monster Tooth x 1	x
Giant's Knife III	Piece of Darknut Armor x 1	Monster Tooth x 1	x
Giant's Knife IV	ReDead Bandage x 1	Monster Tooth x 1	x

Defense Badges

Badge Name	Material 1	Material 2	Material 3
Hornet Larvae I	Lizalfos Scale x 1	x	x
Hornet Larvae II	Ganondorf's Gauntlet x 1	King Dodongo's Claws x 1	Lizalfos Scale x 3
Hornet Larvae III	King Dodongo's Crystal x 1	Ganondorf's Gauntlet X 2	Lizalfos Gauntlet x 2
Nayru's Love I	Lizalfos Scale x 1	x	x
Nayru's Love II	Ganondorf's Gauntlet x 1	King Dodongo's Claws x 1	Lizalfos Scale x 3
Nayru's Love III	Ganon's Fang x 1	Ganon's Mane x 2	Lizalfos Gauntlet X 2
Empty Bottle I	Old Rag x 1	x	x
Empty Bottle II	Stalmaster Wrist Bone x 10	Old Rag x 1	x
Empty Bottle III	King Dodongo's Crystal x 1	Ganondorf's Gauntlet X 2	Lizalfos Gauntlet x 2
Goron Tunic I	Lizalfos Scale x 2	x	x
Goron Tunic II	Ganondorf's Gauntlet x 1	King Dodongo's Claws x 1	Lizalfos Scale x 3
Goron Tunic III	King Dodongo's Crystal x 1	Ganondorf's Gauntlet X 2	Lizalfos Gauntlet x 2
Zora Tunic I	Lizalfos Scale x 2	x	x
Zora Tunic II	Ganondorf's Gauntlet x 1	King Dodongo's Claws x 1	Lizalfos Scale x 3
Zora Tunic III	King Dodongo's Crystal x 1	Ganondorf's Gauntlet X 2	Lizalfos Gauntlet x 2
Magic Armor I	Lizalfos Scale x 2	x	x
Magic Armor II	Ganondorf's Gauntlet x 1	King Dodongo's Claws x 1	Lizalfos Scale x 3
Magic Armor III	King Dodongo's Crystal x 1	Ganondorf's Gauntlet X 2	Lizalfos Gauntlet x 2
Sacred Shield I	Lizalfos Scale x 2	x	x
Sacred Shield II	Ganondorf's Gauntlet x 1	King Dodongo's Claws x 1	Lizalfos Scale x 3
Sacred Shield III	King Dodongo's Crystal x 1	Ganondorf's Gauntlet X 2	Lizalfos Gauntlet x 2
Mirror Shield I	Lizalfos Scale x 2	x	x
Mirror Shield II	Ganondorf's Gauntlet x 1	King Dodongo's Claws x 1	Lizalfos Scale x 3
Mirror Shield III	King Dodongo's Crystal x 1	Ganondorf's Gauntlet X 2	Lizalfos Gauntlet x 2

Assist Badges

Badge Name	Material 1	Material 2	Material 3
Farore's Wind I	Metal Plate x 1	x	x
Farore's Wind II	Ganondorf's Gauntlet x 1	King Dodongo's Claws x 1	Lizalfos Scale x 3
Farore's Wind III	Ganon's Fang x 1	Ganon's Mane x 2	Lizalfos Gauntlet X 2
Goron's Bracelet I	x	Lizalfos Scale x 2	x
Goron's Bracelet II	Ganondorf's Jewel x 1	Ganondorf's Gauntlet x 2	Lizalfos Gauntlet x 2
Hawkeye I	Lizalfos Scale x 2	x	x
Hawkeye II	Ganondorf's Jewel x 1	Ganondorf's Gauntlet x 2	Lizalfos Gauntlet x 2
Beetle I	Lizalfos Scale x 2	x	x
Beetle II	Ganondorf's Jewel x 1	Ganondorf's Gauntlet x 2	Lizalfos Gauntlet x 2
Whip I	Lizalfos Scale x 2	x	x
Whip II	Ganondorf's Jewel x 1	Ganondorf's Gauntlet x 2	Lizalfos Gauntlet x 2

Badges

Impa

Attack Badges

Badge Name	Material 1	Material 2	Material 3
Stamina Fruit I	Big Poe Necklace x 1	x	x
Stamina Fruit II	Lana's Hair Clip x 1	Wizzro's Robe x 1	Big Poe Necklace x 3
Stamina Fruit III	Lana's Cloak x 1	Wizzro's Robe x 2	Big Poe's Lantern x 2
Digging Mitts I	Big Poe Necklace x 1	x	x
Digging Mitts II	Lana's Hair Clip x 1	Wizzro's Robe x 1	Big Poe Necklace x 3
Digging Mitts III	Lana's Cloak x 1	Wizzro's Robe x 2	Big Poe's Lantern x 2
Kokiri Sword I	Metal Plate x 1	x	x
Kokiri Sword II	Piece of Darknut Armor x 1	Metal Plate x 1	x
Kokiri Sword III	Goron Armor Breastplate x 1	Metal Plate x 1	x
Kokiri Sword IV	ReDead Bandage x 1	Metal Plate x 1	x
Hover Boots I	Big Poe Necklace x 1	x	x
Hover Boots II	Lana's Hair Clip x 1	Wizzro's Robe x 1	Big Poe Necklace x 3
Hover Boots III	Lana's Cloak x 1	Wizzro's Robe x 2	Big Poe's Lantern x 2
Din's Fire I	Goron Armor Breastplate x 1	Metal Plate x 1	x
Din's Fire II	ReDead Bandage x 1	Metal Plate x 1	x
Din's Fire III	Lana's Cloak x 1	Wizzro's Robe x 2	Big Poe's Lantern x 2
Fierce Diety's Mask I	Stalmaster Wrist Bone x 1	Metal Plate x 1	x
Fierce Diety's Mask II	Lana's Cloak x 1	Wizzro's Robe x 2	Big Poe's Lantern x 2
Wooden Sword I	Metal Plate x 1	x	x
Wooden Sword II	Fiery Aeralfos Leather x 1	Metal Plate x 1	x
Wooden Sword III	ReDead Bandage x 1	Metal Plate x 1	x
Wooden Sword IV	Shield-Moblin Helmet x 1	Metal Plate x 1	x

Defense Badges

Badge Name	Material 1	Material 2	Material 3
Hornet Larvae I	Big Poe Necklace x 1	x	x
Hornet Larvae II	Lana's Hair Clip x 1	Wizzro's Robe x 1	Big Poe Necklace x 3
Hornet Larvae III	Wizzro's Ring x 1	Lana's Hair Clip x 2	Big Poe's Lantern x 2
Nayru's Love I	Big Poe Necklace x 1	x	x
Nayru's Love II	Lana's Hair Clip x 1	Wizzro's Robe x 1	Big Poe Necklace x 3
Nayru's Love III	Wizzro's Ring x 1	Lana's Hair Clip x 2	Big Poe's Lantern x 2
Empty Bottle I	Old Rag x 1	x	x
Empty Bottle II	ReDead Bandage x 1	Old Rag x 1	x
Empty Bottle III	Wizzro's Ring x 1	Lana's Hair Clip x 2	Big Poe's Lantern x 2
Goron Tunic I	Big Poe Necklace x 2	x	x
Goron Tunic II	Lana's Hair Clip x 1	Wizzro's Robe x 1	Big Poe Necklace x 3
Goron Tunic III	Wizzro's Ring x 1	Lana's Hair Clip x 2	Big Poe's Lantern x 2
Zora Tunic I	Big Poe Necklace x 2	x	x
Zora Tunic II	Lana's Hair Clip x 1	Wizzro's Robe x 1	Big Poe Necklace x 3
Zora Tunic III	Wizzro's Ring x 1	Lana's Hair Clip x 2	Big Poe's Lantern x 2
Magic Armor I	Big Poe Necklace x 2	x	x
Magic Armor II	Lana's Hair Clip x 1	Wizzro's Robe x 1	Big Poe Necklace x 3
Magic Armor III	Wizzro's Ring x 1	Lana's Hair Clip x 2	Big Poe's Lantern x 2
Sacred Shield I	Big Poe Necklace x 2	x	x
Sacred Shield II	Lana's Hair Clip x 1	Wizzro's Robe x 1	Big Poe Necklace x 3
Sacred Shield III	Wizzro's Ring x 1	Lana's Hair Clip x 2	Big Poe's Lantern x 2
Mirror Shield I	Big Poe Necklace x 2	x	x
Mirror Shield II	Lana's Hair Clip x 1	Wizzro's Robe x 1	Big Poe Necklace x 3
Mirror Shield III	Wizzro's Ring x 1	Lana's Hair Clip x 2	Big Poe's Lantern x 2

Assist Badges

Badge Name	Material 1	Material 2	Material 3
Farore's Wind I	Monster Tooth x 1	x	x
Farore's Wind II	Lana's Hair Clip x 1	Wizzro's Robe x 1	Big Poe Necklace x 3
Farore's Wind III	Lana's Cloak x 1	Lana's Hair Clip x 2	Big Poe's Lantern x 2
Goron's Bracelet I	x	Big Poe Necklace x 2	x
Goron's Bracelet II	Lana's Cloak x 1	Lana's Hair Clip x 2	Big Poe's Lantern x 2
Hawkeye I	Big Poe Necklace x 2	x	x
Hawkeye II	Lana's Cloak x 1	Lana's Hair Clip x 2	Big Poe's Lantern x 2
Beetle I	Big Poe Necklace x 2	x	x
Beetle II	Lana's Cloak x 1	Lana's Hair Clip x 2	Big Poe's Lantern x 2
Whip I	Big Poe Necklace x 2	x	x
Whip II	Lana's Cloak x 1	Lana's Hair Clip x 2	Big Poe's Lantern x 2

Badges

Sheik

Attack Badges

Badge Name	Material 1	Material 2	Material 3
Stamina Fruit I	Gibdo Bandage x 1	x	x
Stamina Fruit II	Ruto's Earrings x 1	Argorok's Embers x 1	Gibdo Bandage x 3
Stamina Fruit III	Ruto's Scale x 1	Argorok's Embers x 2	Heavy Gibdo Sword x 2
Digging Mitts I	Gibdo Bandage x 3	x	x
Digging Mitts II	Ruto's Earrings x 1	Argorok's Embers x 1	Gibdo Bandage x 3
Digging Mitts III	Ruto's Scale x 1	Argorok's Embers x 2	Heavy Gibdo Sword x 2
Kokiri Sword I	Old Rag x 1	x	x
Kokiri Sword II	Piece of Darknut Armor x 1	Old Rag x 1	x
Kokiri Sword III	Goron Armor Breastplate x 1	Old Rag x 1	x
Kokiri Sword IV	Stalmaster Wrist Bone x 1	Old Rag x 1	x
Hover Boots I	Gibdo Bandage x 2	x	x
Hover Boots II	Ruto's Earrings x 1	Argorok's Embers x 1	Gibdo Bandage x 3
Hover Boots III	Ruto's Scale x 1	Argorok's Embers x 2	Heavy Gibdo Sword x 2
Din's Fire I	Goron Armor Breastplate x 1	Old Rag x 1	x
Din's Fire II	Stalmaster Wrist Bone x 1	Old Rag x 1	x
Din's Fire III	Ruto's Scale x 1	Argorok's Embers x 2	Heavy Gibdo Sword x 2
Fierce Diety's Mask I	Piece of Darknut Armor x 1	Old Rag x 1	x
Fierce Diety's Mask II	Ruto's Scale x 1	Argorok's Embers x 2	Heavy Gibdo Sword x 2

Defense Badges

Badge Name	Material 1	Material 2	Material 3
Hornet Larvae I	Gibdo Bandage x 1	x	x
Hornet Larvae II	Ruto's Earrings x 1	Argorok's Embers x 1	Gibdo Bandage x 3
Hornet Larvae III	Argorok's Stone x 1	Ruto's Earrings x 2	Heavy Gibdo Sword x 2
Nayru's Love I	Gibdo Bandage x 3	x	x
Nayru's Love II	Ruto's Earrings x 1	Argorok's Embers x 1	Gibdo Bandage x 3
Nayru's Love III	Argorok's Stone x 1	Ruto's Earrings x 2	Heavy Gibdo Sword x 2
Empty Bottle I	Monster Tooth x 1	x	x
Empty Bottle II	Stalmaster Wrist Bone x 1	Monster Tooth x 1	x
Empty Bottle III	Argorok's Stone x 1	Ruto's Earrings x 2	Heavy Gibdo Sword x 2
Goron Tunic I	Gibdo Bandage x 2	x	x
Goron Tunic II	Ruto's Earrings x 1	Argorok's Embers x 1	Gibdo Bandage x 3
Goron Tunic III	Argorok's Stone x 1	Ruto's Earrings x 2	Heavy Gibdo Sword x 2
Zora Tunic I	Gibdo Bandage x 2	x	x
Zora Tunic II	Ruto's Earrings x 1	Argorok's Embers x 1	Gibdo Bandage x 3
Zora Tunic III	Argorok's Stone x 1	Ruto's Earrings x 2	Heavy Gibdo Sword x 2
Magic Armor I	Gibdo Bandage x 2	x	x
Magic Armor II	Ruto's Earrings x 1	Argorok's Embers x 1	Gibdo Bandage x 3
Magic Armor III	Argorok's Stone x 1	Ruto's Earrings x 2	Heavy Gibdo Sword x 2
Sacred Shield I	Gibdo Bandage x 2	x	x
Sacred Shield II	Ruto's Earrings x 1	Argorok's Embers x 1	Gibdo Bandage x 3
Sacred Shield III	Argorok's Stone x 1	Ruto's Earrings x 2	Heavy Gibdo Sword x 2
Mirror Shield I	Gibdo Bandage x 2	x	x
Mirror Shield II	Ruto's Earrings x 1	Argorok's Embers x 1	Gibdo Bandage x 3
Mirror Shield III	Argorok's Stone x 1	Ruto's Earrings x 2	Heavy Gibdo Sword x 2

Assist Badges

Badge Name	Material 1	Material 2	Material 3
Farore's Wind I	Metal Plate x 1	x	x
Farore's Wind II	Ruto's Earrings x 1	Argorok's Embers x 1	Gibdo Bandage x 3
Farore's Wind III	Ruto's Scale x 1	Ruto's Earrings x 2	Heavy Gibdo Sword x 2
Goron's Bracelet I	Gibdo Bandage x 2	x	x
Goron's Bracelet II	Ruto's Scale x 1	Ruto's Earrings x 2	Heavy Gibdo Sword x 2
Hawkeye I	Gibdo Bandage x 2	x	x
Hawkeye II	Ruto's Scale x 1	Ruto's Earrings x 2	Heavy Gibdo Sword x 2\
Beetle I	Gibdo Bandage x 2	x	x
Beetle II	Ruto's Scale x 1	Ruto's Earrings x 2	Heavy Gibdo Sword x 2
Whip I	Gibdo Bandage x 2	x	x
Whip II	Ruto's Scale x 1	Ruto's Earrings x 2	Heavy Gibdo Sword x 2

Badges

Lana

Attack Badges

Badge Name	Material 1	Material 2	Material 3
Stamina Fruit I	Piece of Darknut Armor x 1	x	x
Stamina Fruit II	Sheik's Kunai x 1	Argorok's Embers x 1	Piece of Darknut Armor x 3
Stamina Fruit III	Sheik's Turban x 1	Argorok's Embers x 2	Large Darknut Sword x 2
Digging Mitts I	Piece of Darknut Armor x 3	x	x
Digging Mitts II	Sheik's Kunai x 1	Argorok's Embers x 1	Piece of Darknut Armor x 3
Digging Mitts III	Sheik's Turban x 1	Argorok's Embers x 2	Large Darknut Sword x 2
Kokiri Sword I	Monster Tooth x 1	x	x
Kokiri Sword II	Piece of Darknut Armor x 1	Monster Tooth x 1	x
Kokiri Sword III	Aeralfos Leather x 1	Monster Tooth x 1	x
Kokiri Sword IV	Fiery Aeralfos Leather x 1	Monster Tooth x 1	x
Hover Boots I	Piece of Darknut Armor x 2	x	x
Hover Boots II	Sheik's Kunai x 1	Argorok's Embers x 1	Piece of Darknut Armor x 3
Hover Boots III	Sheik's Turban x 1	Argorok's Embers x 2	Large Darknut Sword x 2
Din's Fire I	Aeralfos Leather x 1	Monster Tooth x 1	x
Din's Fire II	Fiery Aeralfos Leather x 1	Monster Tooth x 1	x
Din's Fire III	Holy Hylian Shield x 1	Hylian Captain Gauntlet x 2	Large Darknut Sword x 2
Fierce Diety's Mask I	Moblin Flank x 1	Monster Tooth x 1	
Fierce Diety's Mask II	Sheik's Turban x 1	Argorok's Embers x 2	Large Darknut Sword x 2
Wooden Sword I	Monster Tooth x 1	x	x
Wooden Sword II	Piece of Darknut Armor x 1	Monster Tooth x 1	x
Wooden Sword III	Moblin Flank x 1	Monster Tooth x 1	x
Wooden Sword IVStalmaster Wrist Bone x 1	Monster Tooth x 1	x	x
Great Fairy Sword I	Monster Tooth x 1	x	x
Great Fairy Sword II	Goron Armor Breastplate x 1	Monster Tooth x 1	x
Great Fairy Sword III	Lizalfos Scale x 1	Monster Tooth x 1	x
Great Fairy Sword IV	Fiery Aeralfos Leather x 1	Monster Tooth x 1	x

Defense Badges

Badge Name	Material 1	Material 2	Material 3
Hornet Larvae I	Piece of Darknut Armor x 1	x	x
Hornet Larvae II	Sheik's Kunai x 1	Argorok's Embers x 1	Piece of Darknut Armor x 3
Hornet Larvae III	Argorok's Stone x 1	Sheik's Kunai x 2	Large Darknut Sword x 2
Nayru's Love I	Piece of Darknut Armor x 3	x	x
Nayru's Love II	Sheik's Kunai x 1	Argorok's Embers x 1	Piece of Darknut Armor x 3
Nayru's Love III	Holy Hylian Shield x 1	Hylian Captain Gauntlet x 2	Large Darknut Sword x 2
Empty Bottle I	Metal Plate x 1	x	x
Empty Bottle II	Fiery Aeralfos Leather x 1	Metal Plate x 1	x
Empty Bottle III	Argorok's Stone x 1	Sheik's Kunai x 2	Large Darknut Sword x 2
Goron Tunic I	Piece of Darknut Armor x 2	x	x
Goron Tunic II	Sheik's Kunai x 1	Argorok's Embers x 1	Piece of Darknut Armor x 3
Goron Tunic III	Argorok's Stone x 1	Sheik's Kunai x 2	Large Darknut Sword x 2
Zora Tunic I	Piece of Darknut Armor x 2	x	x
Zora Tunic II	Sheik's Kunai x 1	Argorok's Embers x 1	Piece of Darknut Armor x 3
Zora Tunic III	Argorok's Stone x 1	Sheik's Kunai x 2	Large Darknut Sword x 2
Magic Armor I	Piece of Darknut Armor x 2	x	x
Magic Armor II	Sheik's Kunai x 1	Argorok's Embers x 1	Piece of Darknut Armor x 3
Magic Armor III	Argorok's Stone x 1	Sheik's Kunai x 2	Large Darknut Sword x 2
Sacred Shield I	Piece of Darknut Armor x 2	x	x
Sacred Shield II	Sheik's Kunai x 1	Argorok's Embers x 1	Piece of Darknut Armor x 3
Sacred Shield III	Argorok's Stone x 1	Sheik's Kunai x 2	Large Darknut Sword x 2
Mirror Shield I	Piece of Darknut Armor x 2	x	x
Mirror Shield II	Sheik's Kunai x 1	Argorok's Embers x 1	Piece of Darknut Armor x 3
Mirror Shield III	Argorok's Stone x 1	Sheik's Kunai x 2	Large Darknut Sword x 2

Assist Badges

Badge Name	Material 1	Material 2	Material 3
Farore's Wind I	Old Rag x 1	x	x
Farore's Wind II	Sheik's Kunai x 1	Argorok's Embers x 1	Piece of Darknut Armor x 3
Farore's Wind III	Holy Hylian Shield x 1	Hylian Captain Gauntlet x 2	Large Darknut Sword x 2
Goron's Bracelet I	Piece of Darknut Armor x 2	x	x
Goron's Bracelet II	Sheik's Turban x 1	Sheik's Kunai x 2	Large Darknut Sword x 2
Hawkeye I	Piece of Darknut Armor x 2	x	x
Hawkeye II	Sheik's Turban x 1	Sheik's Kunai x 2	Large Darknut Sword x 2
Beetle I	Piece of Darknut Armor x 2	x	x
Beetle II	Sheik's Turban x 1	Sheik's Kunai x 2	Large Darknut Sword x 2
Whip I	Piece of Darknut Armor x 2	x	x
Whip II	Sheik's Turban x 1	Sheik's Kunai x 2	Large Darknut Sword x 2

Badges

Zelda

Attack Badges

Badge Name	Material 1	Material 2	Material 3
Stamina Fruit I	ReDead Bandage x 1	x	x
Stamina Fruit II	Midna's Hair x 1	Volga's Helmet x 1	ReDead Bandage x 3
Stamina Fruit III	Midna's Fused Shadow x 1	Volga's Helmet x 2	ReDead Knight Ashes x 2
Digging Mitts I	ReDead Bandage x 3	x	x
Digging Mitts II	Midna's Hair x 1	Volga's Helmet x 1	ReDead Bandage x 3
Digging Mitts III	Midna's Fused Shadow x 1	Volga's Helmet x 2	ReDead Knight Ashes x 2
Kokiri Sword I	Metal Plate x 1	x	x
Kokiri Sword II	Fiery Aeralfos Leather x 1	Metal Plate x 1	x
Kokiri Sword III	ReDead Bandage x 1	Metal Plate x 1	x
Kokiri Sword IV	Shield Moblin Helmet x 1	Metal Plate x 1	x
Hover Boots I	ReDead Bandage x 2	x	x
Hover Boots II	Midna's Hair x 1	Volga's Helmet x 1	ReDead Bandage x 3
Hover Boots III	Midna's Fused Shadow x 1	Volga's Helmet x 2	ReDead Knight Ashes x 2
Din's Fire I	ReDead Bandage x 1	Metal Plate x 1	x
Din's Fire II	Shield Moblin Helmet x 1	Metal Plate x 1	x
Din's Fire III	Thick Goron Helmet x 1	Goron Armor Breastplate x 2	ReDead Knight Ashes x 2
Fierce Diety's Mask I	Shield Moblin Helmet x 1	Metal Plate x 1	x
Fierce Diety's Mask II	Midna's Fused Shadow x 1	Volga's Helmet x 2	ReDead Knight Ashes x 2
Wooden Sword I	Metal Plate x 1	x	x
Wooden Sword II	Gibdo Bandage x 1	Metal Plate x 1	x
Wooden Sword III	Piece of Darknut Armor x 1	Metal Plate x 1	x
Wooden Sword IV	Dinalfos Fang x 1	Metal Plate x 1	x

Defense Badges

Badge Name	Material 1	Material 2	Material 3
Hornet Larvae I	ReDead Bandage x 1	x	x
Hornet Larvae II	Midna's Hair x 1	Volga's Helmet x 1	ReDead Bandage x 3
Hornet Larvae III	Midna's Fused Shadow x 1	Volga's Helmet x 2	ReDead Knight Ashes x 2
Nayru's Love I	ReDead Bandage x 3	x	x
Nayru's Love II	Midna's Hair x 1	Volga's Helmet x 1	ReDead Bandage x 3
Nayru's Love III	Thick Goron Helmet x 1	Goron Armor Breastplate x 2	ReDead Knight Ashes x 2
Empty Bottle I	Old Rag x 1	x	x
Empty Bottle II	Shield Moblin Helmet x 1	Old Rag x 1	x
Empty Bottle III0	Midna's Fused Shadow x 1	Volga's Helmet x 2	ReDead Knight Ashes x 2
Goron Tunic I	ReDead Bandage x 2	x	x
Goron Tunic II	Midna's Hair x 1	Volga's Helmet x 1	ReDead Bandage x 3
Goron Tunic III	Volga's Dragon Spear x 1	Midna's Hair x 2	ReDead Knight Ashes x 2
Zora Tunic I	ReDead Bandage x 2	x	x
Zora Tunic II	Midna's Hair x 1	Volga's Helmet x 1	ReDead Bandage x 3
Zora Tunic III	Volga's Dragon Spear x 1	Midna's Hair x 2	ReDead Knight Ashes x 2
Magic Armor I	ReDead Bandage x 2	x	x
Magic Armor II	Midna's Hair x 1	Volga's Helmet x 1	ReDead Bandage x 3
Magic Armor III	Volga's Dragon Spear x 1	Midna's Hair x 2	ReDead Knight Ashes x 2
Sacred Shield I	ReDead Bandage x 2	x	x
Sacred Shield II	Midna's Hair x 1	Volga's Helmet x 1	ReDead Bandage x 3
Sacred Shield III	Volga's Dragon Spear x 1	Midna's Hair x 2	ReDead Knight Ashes x 2
Mirror Shield I	ReDead Bandage x 2	x	x
Mirror Shield II	Midna's Hair x 1	Volga's Helmet x 1	ReDead Bandage x 3
Mirror Shield III	Volga's Dragon Spear x 1	Midna's Hair x 2	ReDead Knight Ashes x 2

Assist Badges

Badge Name	Material 1	Material 2	Material 3
Farore's Wind I	Monster Tooth x 1	x	x
Farore's Wind II	Midna's Hair x 1	Volga's Helmet x 1	ReDead Bandage x 3
Farore's Wind III	Thick Goron Helmet x 1	Goron Armor Breastplate x 2	ReDead Knight Ashes x 2
Goron's Bracelet I	ReDead Bandage x 2	x	x
Goron's Bracelet II	Midna's Fused Shadow x 1	Volga's Helmet x 2	ReDead Knight Ashes x 2
Hawkeye I	ReDead Bandage x 2	x	x
Hawkeye II	Midna's Fused Shadow x 1	Volga's Helmet x 2	ReDead Knight Ashes x 2
Beetle I	ReDead Bandage x 2	x	x
Beetle II	Midna's Fused Shadow x 1	Volga's Helmet x 2	ReDead Knight Ashes x 2
Whip I	ReDead Bandage x 2	x	x
Whip II	Midna's Fused Shadow x 1	Volga's Helmet x 2	ReDead Knight Ashes x 2

Badges

Ganondorf

Attack Badges

Badge Name	Material 1	Material 2	Material 3
Stamina Fruit I	Stalmaster Wrist Bone x 1	x	x
Stamina Fruit II	Zelda's Brooch x 1	Gohma's Acid x1	Stalmaster Wrist Bone x 3
Stamina Fruit III	Zelda's Tiara x 1	Gohma's Acid x 2	Stamaster's Skull x 2
Digging Mitts I	Stalmaster Wrist Bone x 3	x	x
Digging Mitts II	Zelda's Brooch x 1	Gohma's Acid x1	Stalmaster Wrist Bone x 3
Digging Mitts III	Zelda's Tiara x 1	Gohma's Acid x 2	Stamaster's Skull x 2
Kokiri Sword I	Metal Plate x 1	x	x
Kokiri Sword II	Essence of Icy Big Poe x 1	Metal Plate x 1	x
Kokiri Sword III	Dinalfos Fang x 1	Metal Plate x 1	x
Kokiri Sword IV	Goron Armor Breastplate x 1	Metal Plate x 1	x
Hover Boots I	Stalmaster Wrist Bone x 2	x	x
Hover Boots II	Zelda's Brooch x 1	Gohma's Acid x1	Stalmaster Wrist Bone x 3
Hover Boots III	Zelda's Tiara x 1	Gohma's Acid x 2	Stamaster's Skull x 2
Din's Fire I	Dinalfos Fang x 1	Metal Plate x 1	x
Din's Fire II	Goron Armor Breastplate x 1	Metal Plate x 1	x
Din's Fire III	Cia's Staff x 1	Cia's Bracelet x 2	Stalmaster's Skull x 2
Fierce Diety's Mask I	Hylian Captain Gauntlet x 1	Metal Plate x 1	x
Fierce Diety's Mask II	Zelda's Tiara x 1	Gohma's Acid x 2	Stamaster's Skull x 2

Defense Badges

Badge Name	Material 1	Material 2	Material 3
Hornet Larvae I	Stalmaster Wrist Bone x 1	x	x
Hornet Larvae II	Zelda's Brooch x 1	Gohma's Acid x1	Stalmaster Wrist Bone x 3
Hornet Larvae III	Gohma's Lens x 1	Zelda's Brooch x 2	Stalmaster's Skull x 2
Nayru's Love I	Stalmaster Wrist Bone x 3	x	x
Nayru's Love II	Zelda's Brooch x 1	Gohma's Acid x1	Stalmaster Wrist Bone x 3
Nayru's Love III	Cia's Staff x 1	Cia's Bracelet x 2	Stalmaster's Skull x 2
Empty Bottle I	Monster Tooth x 1	x	x
Empty Bottle II	Goron Armor Breastplate x 1	Monster Tooth x 1	x
Empty Bottle III	Gohma's Lens x 1	Zelda's Brooch x 2	Stalmaster's Skull x 2
Goron Tunic I	Stalmaster Wrist Bone x 2	x	x
Goron Tunic II	Zelda's Brooch x 1	Gohma's Acid x1	Stalmaster Wrist Bone x 3
Goron Tunic III	Gohma's Lens x 1	Zelda's Brooch x 2	Stalmaster's Skull x 2
Zora Tunic I	Stalmaster Wrist Bone x 2	x	x
Zora Tunic II	Zelda's Brooch x 1	Gohma's Acid x1	Stalmaster Wrist Bone x 3
Zora Tunic III	Gohma's Lens x 1	Zelda's Brooch x 2	Stalmaster's Skull x 2
Magic Armor I	Stalmaster Wrist Bone x 2	x	x
Magic Armor II	Zelda's Brooch x 1	Gohma's Acid x1	Stalmaster Wrist Bone x 3
Magic Armor III	Gohma's Lens x 1	Zelda's Brooch x 2	Stalmaster's Skull x 2
Sacred Shield I	Stalmaster Wrist Bone x 2	x	x
Sacred Shield II	Zelda's Brooch x 1	Gohma's Acid x1	Stalmaster Wrist Bone x 3
Sacred Shield III	Gohma's Lens x 1	Zelda's Brooch x 2	Stalmaster's Skull x 2
Mirror Shield I	Stalmaster Wrist Bone x 2	x	x
Mirror Shield II	Zelda's Brooch x 1	Gohma's Acid x1	Stalmaster Wrist Bone x 3
Mirror Shield III	Gohma's Lens x 1	Zelda's Brooch x 2	Stalmaster's Skull x 2

Assist Badges

Badge Name	Material 1	Material 2	Material 3
Farore's Wind I	Old Rag x 1	x	x
Farore's Wind II	Zelda's Brooch x 1	Gohma's Acid x1	Stalmaster Wrist Bone x 3
Farore's Wind III	Cia's Staff x 1	Cia's Bracelet x 2	Stalmaster's Skull x 2
Goron's Bracelet I	Stalmaster Wrist Bone x 2	x	x
Goron's Bracelet II	Zelda's Tiara x 1	Zelda's Brooch x 2	Stalmaster's Skull x 2
Hawkeye I	Stalmaster Wrist Bone x 2	x	x
Hawkeye II	Zelda's Tiara x 1	Zelda's Brooch x 2	Stalmaster's Skull x 2
Beetle I	Stalmaster Wrist Bone x 2	x	x
Beetle II	Zelda's Tiara x 1	Zelda's Brooch x 2	Stalmaster's Skull x 2
Whip I	Stalmaster Wrist Bone x 2	x	x
Whip II	Zelda's Tiara x 10	Zelda's Brooch x 2	Stalmaster's Skull x 2

Badges

Darunia

Attack Badges

Badge Name	Material 1	Material 2	Material 3
Stamina Fruit I0	Aeralfos Leather x 1	x	x
Stamina Fruit II	Agitha's Basket x 1	Manhandla's Toxic Dust x 1	Aeralfos Leather x 3
Stamina Fruit III	Agitha's Pendant x 1	Manhandla's Toxic Dust x 2	Round Aeralfos Sheild x 2
Digging Mitts I	Aeralfos Leather x 1	x	x
Digging Mitts II	Agitha's Basket x 1	Manhandla's Toxic Dust x 1	Aeralfos Leather x 3
Digging Mitts III	Agitha's Pendant x 1	Manhandla's Toxic Dust x 2	Round Aeralfos Sheild x 2
Kokiri Sword I	Old Rag x 1	x	x
Kokiri Sword II	Goron Armor Breastplate x 1	Old Rag x 1	x
Kokiri Sword III	Lizalfos Scale x 1	Old Rag x 1	x
Kokiri Sword IV0	Fiery Aeralfos Leather x 1	Old Rag x 1	x
Hover Boots I	Aeralfos Leather x 2	x	x
Hover Boots II	Agitha's Basket x 1	Manhandla's Toxic Dust x 1	Aeralfos Leather x 3
Hover Boots III	Agitha's Pendant x 1	Manhandla's Toxic Dust x 2	Round Aeralfos Sheild x 2
Din's Fire I	Lizalfos Scale x 1	Old Rag x 1	
Din's Fire II	Fiery Aeralfos Leather x 1	Old Rag x 1	
Din's Fire III	Agitha's Pendant x 1	Manhandla's Toxic Dust x 2	Round Aeralfos Sheild x 2
Fierce Diety's Mask I	Fiery Aeralfos Leather x 1	Old Rag x 1	x
Fierce Diety's Mask II	Agitha's Pendant x 1	Manhandla's Toxic Dust x 2	Round Aeralfos Sheild x 2

Defense Badges

Badge Name	Material 1	Material 2	Material 3
Hornet Larvae I	Aeralfos Leather x 1	x	x
Hornet Larvae II	Agitha's Basket x 1	Manhandla's Toxic Dust x 1	Aeralfos Leather x 3
Hornet Larvae III	Manhandla's Sapling x 1	Agitha's Basket x 2	Round Aeralfos Shield x 2
Nayru's Love I	Aeralfos Leather x 3	x	x
Nayru's Love II	Agitha's Basket x 1	Manhandla's Toxic Dust x 1	Aeralfos Leather x 3
Nayru's Love III	Manhandla's Sapling x 1	Agitha's Basket x 2	Round Aeralfos Shield x 2
Empty Bottle I	Rock x 1	x	x
Empty Bottle II	Aeralfos Leather x 1	Rock x 1	x
Empty Bottle III	Manhandla's Sapling x 1	Agitha's Basket x 2	Round Aeralfos Shield x 2
Goron Tunic I	Aeralfos Leather x 2	x	x
Goron Tunic II	Agitha's Basket x 1	Manhandla's Toxic Dust x 1	Aeralfos Leather x 3
Goron Tunic III	Manhandla's Sapling x 1	Agitha's Basket x 2	Round Aeralfos Shield x 2
Zora Tunic I	Aeralfos Leather x 2	x	x
Zora Tunic II	Agitha's Basket x 1	Manhandla's Toxic Dust x 1	Aeralfos Leather x 3
Zora Tunic III	Manhandla's Sapling x 1	Agitha's Basket x 2	Round Aeralfos Shield x 2
Magic Armor I	Aeralfos Leather x 2	x	x
Magic Armor II	Agitha's Basket x 1	Manhandla's Toxic Dust x 1	Aeralfos Leather x 3
Magic Armor III	Manhandla's Sapling x 1	Agitha's Basket x 2	Round Aeralfos Shield x 2
Sacred Shield I	Aeralfos Leather x 2	x	x
Sacred Shield II	Agitha's Basket x 1	Manhandla's Toxic Dust x 1	Aeralfos Leather x 3
Sacred Shield III	Manhandla's Sapling x 1	Agitha's Basket x 2	Round Aeralfos Shield x 2
Mirror Shield I	Aeralfos Leather x 2	x	x
Mirror Shield II	Agitha's Basket x 1	Manhandla's Toxic Dust x 1	Aeralfos Leather x 3
Mirror Shield III	Manhandla's Sapling x 1	Agitha's Basket x 2	Round Aeralfos Shield x 2

Assist Badges

Badge Name	Material 1	Material 2	Material 3
Farore's Wind I	Metal Plate x 1	x	x
Farore's Wind II	Agitha's Basket x 1	Manhandla's Toxic Dust x 1	Aeralfos Leather x 3
Farore's Wind III	Agitha's Pendant x 1	Agitha's Basket x 2	Round Aeralfos Sheild x 2
Goron's Bracelet I	Aeralfos Leather x 2	x	x
Goron's Bracelet II	Agitha's Pendant x 1	Agitha's Basket x 2	Round Aeralfos Sheild x 2
Hawkeye I	Aeralfos Leather x 2	x	x
Hawkeye II	Agitha's Pendant x 1	Agitha's Basket x 2	Round Aeralfos Sheild x 2
Beetle I	Aeralfos Leather x 2	x	x
Beetle II	Agitha's Pendant x 1	Agitha's Basket x 2	Round Aeralfos Sheild x 2
Whip I	Aeralfos Leather x 2	x	x
Whip II	Agitha's Pendant x 1	Agitha's Basket x 2	Round Aeralfos Sheild x 2

Ruto

Attack Badges

Badge Name	Material 1	Material 2	Material 3
Stamina Fruit I	Shield-Moblin Helmet x 1	x	x
Stamina Fruit II	Darunia's Spikes x 1	King Dodongo's Claws x 1	Shield-Moblin Helmet x 3
Stamina Fruit III	Darunia's Bracelet x 1	King Dodongo's Claws x 2	Metal Moblin Shield x 2
Digging Mitts I	Shield-Moblin Helmet x 3	x	x
Digging Mitts II	Darunia's Spikes x 1	King Dodongo's Claws x 1	Shield-Moblin Helmet x 3
Digging Mitts III	Darunia's Bracelet x 1	King Dodongo's Claws x 2	Metal Moblin Shield x 2
Kokiri Sword I	Old Rag x 1	x	x
Kokiri Sword II	Gibdo Bandage x 1	Old Rag x 1	x
Kokiri Sword III	Essence of Icy Big Poe x 1	Old Rag x 1	x
Kokiri Sword IV	ReDead Bandage x 1	Old Rag x 1	x
Hover Boots I	Shield-Moblin Helmet x 2	x	x
Hover Boots II	Darunia's Spikes x 1	King Dodongo's Claws x 1	Shield-Moblin Helmet x 3
Hover Boots III	Darunia's Bracelet x 1	King Dodongo's Claws x 2	Metal Moblin Shield x 2
Din's Fire I	Lizalfos Scale x 1	Old Rag x 1	x
Din's Fire II	Fiery Aeralfos Leather x 1	Old Rag x 1	x
Din's Fire III	Darunia's Bracelet x 1	King Dodongo's Claws x 2	Metal Moblin Shield x 2
Fierce Diety's Mask I	Gibdo Bandage x 1	Old Rag x 1	x
Fierce Diety's Mask II	Darunia's Bracelet x 1	King Dodongo's Claws x 2	Metal Moblin Shield x 2

Defense Badges

Badge Name	Material 1	Material 2	Material 3
Hornet Larvae I	Shield-Moblin Helmet x 1	x	x
Hornet Larvae II	Darunia's Spikes x 1	King Dodongo's Claws x 1	Shield-Moblin Helmet x 3
Hornet Larvae III	King Dodongo's Crystal x 1	Darunia's Spikes x 2	Metal Moblin Shield x 2
Nayru's Love I	Shield-Moblin Helmet x 3	x	x
Nayru's Love II	Darunia's Spikes x 1	King Dodongo's Claws x 1	Shield-Moblin Helmet x 3
Nayru's Love III	King Dodongo's Bracelet x 1	Darunia's Spikes x 2	Metal Moblin Shield x 2
Empty Bottle I	Monster Tooth x 1	x	x
Empty Bottle II	ReDead Bandage x 1	Monster Tooth x 1	x
Empty Bottle III	King Dodongo's Crystal x 1	Darunia's Spikes x 2	Metal Moblin Shield x 2
Goron Tunic I	Shield-Moblin Helmet x 2	x	x
Goron Tunic II	Darunia's Spikes x 1	King Dodongo's Claws x 1	Shield-Moblin Helmet x 3
Goron Tunic III	King Dodongo's Crystal x 1	Darunia's Spikes x 2	Metal Moblin Shield x 2
Zora Tunic I	Shield-Moblin Helmet x 2	x	x
Zora Tunic II	Darunia's Spikes x 1	King Dodongo's Claws x 1	Shield-Moblin Helmet x 3
Zora Tunic III	King Dodongo's Crystal x 1	Darunia's Spikes x 2	Metal Moblin Shield x 2
Magic Armor I	Shield-Moblin Helmet x 2	x	x
Magic Armor II	Darunia's Spikes x 1	King Dodongo's Claws x 1	Shield-Moblin Helmet x 3
Magic Armor III	King Dodongo's Crystal x 1	Darunia's Spikes x 2	Metal Moblin Shield x 2
Sacred Shield I	Shield-Moblin Helmet x 2	x	x
Sacred Shield II	Darunia's Spikes x 1	King Dodongo's Claws x 1	Shield-Moblin Helmet x 3
Sacred Shield III	King Dodongo's Crystal x 1	Darunia's Spikes x 2	Metal Moblin Shield x 2
Mirror Shield I	Shield-Moblin Helmet x 2	x	x
Mirror Shield II	Darunia's Spikes x 1	King Dodongo's Claws x 1	Shield-Moblin Helmet x 3
Mirror Shield III	King Dodongo's Crystal x 1	Darunia's Spikes x 2	Metal Moblin Shield x 2

Assist Badges

Badge Name	Material 1	Material 2	Material 3
Farore's Wind I	Metal Plate x 1	x	x
Farore's Wind II	Darunia's Spikes x 1	King Dodongo's Claws x 1	Shield-Moblin Helmet x 3
Farore's Wind III	Darunia's Bracelet x 1Darunia's Spikes x 2	Metal Moblin Shield x 2	x
Goron's Bracelet I	x	Shield-Moblin Helmet x 2	x
Goron's Bracelet II	Darunia's Bracelet x 1	Darunia's Spikes x 2	Metal Moblin Shield x 2
Hawkeye I	Shield-Moblin Helmet x 2	x	x
Hawkeye II	Darunia's Bracelet x 1	Darunia's Spikes x 2	Metal Moblin Shield x 2
Beetle I	Shield-Moblin Helmet x 2	x	x
Beetle II	Darunia's Bracelet x 1	Darunia's Spikes x 2	Metal Moblin Shield x 2
Whip I	Shield-Moblin Helmet x 2	x	x
Whip II	Darunia's Bracelet x 1	Darunia's Spikes x 2Metal Moblin Shield x 2	x

Badges

Agitha

Attack Badges

Badge Name	Material 1	Material 2	Material 3
Stamina Fruit I	Dinolfos Fang x 1	x	x
Stamina Fruit II	Zant's Magic Gem x 1	The Imprisoned's Scales x 1	Dinolfos Fang x 3
Stamina Fruit III	Zant's Helmet x 1	The Imprisoned's Scales x 2	Dinolfos Arm Guard x 2
Digging Mitts I	Dinolfos Fang x 3	x	x
Digging Mitts II	Zant's Magic Gem x 1	The Imprisoned's Scales x 1	Dinolfos Fang x 3
Digging Mitts III	Zant's Helmet x 1	The Imprisoned's Scales x 2	Dinolfos Arm Guard x 2
Kokiri Sword I	Metal Plate x 1	x	x
Kokiri Sword II	Aeralfos Leather x 1	Metal Plate x 1	x
Kokiri Sword III	Fiery Aeralfos Leather x 1	Metal Plate x 1	x
Kokiri Sword IV	Piece of Darknut Armor x 1	Metal Plate x 1	x
Hover Boots I	Dinolfos Fang x 2	x	x
Hover Boots II	Zant's Magic Gem x 1	The Imprisoned's Scales x 1	Dinolfos Fang x 3
Hover Boots III	Zant's Helmet x 1	The Imprisoned's Scales x 2	Dinolfos Arm Guard x 2
Din's Fire I	Piece of Darknut Armor x 1	Metal Plate x 1	x
Din's Fire II	ReDead Bandage x 1	Metal Plate x 1	x
Din's Fire III	Zant's Helmet x 1	The Imprisoned's Scales x 2	Dinolfos Arm Guard x 2
Fierce Diety's Mask I	Big Poe Necklace x 1	Metal Plate x 1	x
Fierce Diety's Mask II	Zant's Helmet x 1	The Imprisoned's Scales x 2	Dinolfos Arm Guard x 2

Defense Badges

Badge Name	Material 1	Material 2	Material 3
Hornet Larvae I	Dinolfos Fang x 1	x	x
Hornet Larvae II	Zant's Magic Gem x 1	The Imprisoned's Scales x 1	Dinolfos Fang x 3
Hornet Larvae III	The Imprisoned's Pillar x 1	Zant's Magic Gem x 2	Dinolfos Arm Guard x 2
Nayru's Love I	Dinolfos Fang x 3	x	x
Nayru's Love II	Zant's Magic Gem x 1	The Imprisoned's Scales x 1	Dinolfos Fang x 3
Nayru's Love III	The Imprisoned's Pillar x 1	Zant's Magic Gem x 2	Dinolfos Arm Guard x 2
Empty Bottle I	Old Rag x 1	x	x
Empty Bottle II	Piece of Darknut Armor x 1	Old Rag x 1	x
Empty Bottle III	The Imprisoned's Pillar x 1	Zant's Magic Gem x 2	Dinolfos Arm Guard x 2
Goron Tunic I	Dinolfos Fang x 2	x	x
Goron Tunic II	Zant's Magic Gem x 1	The Imprisoned's Scales x 1	Dinolfos Fang x 3
Goron Tunic III	The Imprisoned's Pillar x 1	Zant's Magic Gem x 2	Dinolfos Arm Guard x 2
Zora Tunic I	Dinolfos Fang x 2	x	x
Zora Tunic II	Zant's Magic Gem x 1	The Imprisoned's Scales x 1	Dinolfos Fang x 3
Zora Tunic III	The Imprisoned's Pillar x 1	Zant's Magic Gem x 2	Dinolfos Arm Guard x 2
Magic Armor I	Dinolfos Fang x 2	x	x
Magic Armor II	Zant's Magic Gem x 1	The Imprisoned's Scales x 1	Dinolfos Fang x 3
Magic Armor III	The Imprisoned's Pillar x 1	Zant's Magic Gem x 2	Dinolfos Arm Guard x 2
Sacred Shield I	Dinolfos Fang x 2	x	x
Sacred Shield II	Zant's Magic Gem x 1	The Imprisoned's Scales x 1	Dinolfos Fang x 3
Sacred Shield III	The Imprisoned's Pillar x 1	Zant's Magic Gem x 2	Dinolfos Arm Guard x 2
Mirror Shield I	Dinolfos Fang x 2	x	x
Mirror Shield II	Zant's Magic Gem x 1	The Imprisoned's Scales x 1	Dinolfos Fang x 3
Mirror Shield III	The Imprisoned's Pillar x 1	Zant's Magic Gem x 2	Dinolfos Arm Guard x 2

Assist Badges

Badge Name	Material 1	Material 2	Material 3
Farore's Wind I	Monster Tooth x 1	x	x
Farore's Wind II	Zant's Magic Gem x 1	The Imprisoned's Scales x 1	Dinolfos Fang x 3
Farore's Wind III	Zant's Helmet x 1	Zant's Magic Gem x 2	Dinolfos Arm Guard x 2
Goron's Bracelet I	Dinolfos Fang x 2	x	x
Goron's Bracelet II	Zant's Helmet x 1	Zant's Magic Gem x 2	Dinolfos Arm Guard x 2
Hawkeye I	Dinolfos Fang x 2	x	x
Hawkeye II	Zant's Helmet x 1	Zant's Magic Gem x 2	Dinolfos Arm Guard x 2
Beetle I	Dinolfos Fang x 2	x	x
Beetle II	Zant's Helmet x 1	Zant's Magic Gem x 2	Dinolfos Arm Guard x 2
Whip I	Dinolfos Fang x 2	x	x
Whip II	Zant's Helmet x 1	Zant's Magic Gem x 2	Dinolfos Arm Guard x 2

Badges

Midna

Attack Badges

Badge Name	Material 1	Material 2	Material 3
Stamina Fruit I	Fiery Aeralfos Leather x 1	x	x
Stamina Fruit II	Link's Boots x 1	Gohma's Acid x 1	Fiery Aeralfos Leather x 3
Stamina Fruit III	Link's Scarf x 1	Gohma's Acid x 2	Fiery Aeralfos Wing x 2
Digging Mitts I	Fiery Aeralfos Leather x 3	x	x
Digging Mitts II	Link's Boots x 1	Gohma's Acid x 1	Fiery Aeralfos Leather x 3
Digging Mitts III	Link's Scarf x 1	Gohma's Acid x 2	Fiery Aeralfos Wing x 2
Kokiri Sword I	Old Rag x 1	x	x
Kokiri Sword II	Aeralfos Leather x 1	Old Rag x 1	x
Kokiri Sword III	Piece of Darknut Armor x 1	Old Rag x 1	x
Kokiri Sword IV	ReDead Bandage x 1	Old Rag x 1	x
Hover Boots I	Fiery Aeralfos Leather x 2	x	x
Hover Boots II	Link's Boots x 1	Gohma's Acid x 1	Fiery Aeralfos Leather x 3
Hover Boots III	Link's Scarf x 1	Gohma's Acid x 2	Fiery Aeralfos Wing x 2
Din's Fire I	Piece of Darknut Armor x 1	Old Rag x 1	x
Din's Fire II	ReDead Bandage x 1	Old Rag x 1	x
Din's Fire III	Link's Scarf x 1	Gohma's Acid x 2	Fiery Aeralfos Wing x 2
Fierce Diety's Mask I	Essence of Icy Big Poe x 1	Old Rag x 1	x
Fierce Diety's Mask II	Link's Scarf x 1	Gohma's Acid x 2	Fiery Aeralfos Wing x 2

Defense Badges

Badge Name	Material 1	Material 2	Material 3
Hornet Larvae I	Fiery Aeralfos Leather x 1	x	x
Hornet Larvae II	Link's Boots x 1	Gohma's Acid x 1	Fiery Aeralfos Leather x 3
Hornet Larvae III	Gohma's Lens x 1	Link's Boots x 2	Fiery Aeralfos Wing x 2
Nayru's Love I	Fiery Aeralfos Leather x 3	x	x
Nayru's Love II	Link's Boots x 1	Gohma's Acid x 1	Fiery Aeralfos Leather x 3
Nayru's Love III	Gohma's Lens x 1	Link's Boots x 2	Fiery Aeralfos Wing x 2
Empty Bottle I	Metal Plate x 1	x	x
Empty Bottle II	ReDead Bandage x 1	Metal Plate x 1	x
Empty Bottle III	Gohma's Lens x 1	Link's Boots x 2	Fiery Aeralfos Wing x 2
Goron Tunic I	Fiery Aeralfos Wing x 2	x	x
Goron Tunic II	Link's Boots x 1	Gohma's Acid x 1	Fiery Aeralfos Leather x 3
Goron Tunic III	Gohma's Lens x 1	Link's Boots x 2	Fiery Aeralfos Wing x 2
Zora Tunic I	Fiery Aeralfos Wing x 2	x	x
Zora Tunic II	Link's Boots x 1	Gohma's Acid x 1	Fiery Aeralfos Leather x 3
Zora Tunic III	Gohma's Lens x 1	Link's Boots x 2	Fiery Aeralfos Wing x 2
Magic Armor I	Fiery Aeralfos Wing x 2	x	x
Magic Armor II	Link's Boots x 1	Gohma's Acid x 1	Fiery Aeralfos Leather x 3
Magic Armor III	Gohma's Lens x 1	Link's Boots x 2	Fiery Aeralfos Wing x 2
Sacred Shield I	Fiery Aeralfos Wing x 2	x	x
Sacred Shield II	Link's Boots x 1	Gohma's Acid x 1	Fiery Aeralfos Leather x 3
Sacred Shield III	Gohma's Lens x 1	Link's Boots x 2	Fiery Aeralfos Wing x 2
Mirror Shield I	Fiery Aeralfos Wing x 2	x	x
Mirror Shield II	Link's Boots x 1	Gohma's Acid x 1	Fiery Aeralfos Leather x 3
Mirror Shield III	Gohma's Lens x 1	Link's Boots x 2	Fiery Aeralfos Wing x 2

Assist Badges

Badge Name	Material 1	Material 2	Material 3	
Farore's Wind I	Monster Tooth x 1	x	x	
Farore's Wind II	Link's Boots x 1	Gohma's Acid x 1	Fiery Aeralfos Leather x 3	
Farore's Wind III	Link's Scarf x 1	Link's Boots x 2	Fiery Aeralfos Wing x 2	
Goron's Bracelet I		Fiery Aeralfos Leather x 2	x	x
Goron's Bracelet II	Link's Scarf x 1	Link's Boots x 2	Fiery Aeralfos Wing x 2	
Hawkeye I	Fiery Aeralfos Leather x 2	x	x	
Hawkeye II	Link's Scarf x 1	Link's Boots x 2	Fiery Aeralfos Wing x 2	
Beetle I	Fiery Aeralfos Leather x 2	x	x	
Beetle II	Link's Scarf x 1	Link's Boots x 2	Fiery Aeralfos Wing x 2	
Whip I	Fiery Aeralfos Leather x 2	x	x	
Whip II	Link's Scarf x 1	Link's Boots x 2	Fiery Aeralfos Wing x 2	

Badges

Zant

Attack Badges

Badge Name	Material 1	Material 2	Material 3
Stamina Fruit I	Essence of Icy Big Poe x 1	x	x
Stamina Fruit II	Impa's Hair Band x 1	Wizzro's Robe x 1	Essence of Icy Big Poe x 3
Stamina Fruit III	Impa's Breast Plate x 1	Wizzro's Robe x 2	Icy Big Poe's Talisman x 3
Digging Mitts I	Essence of Icy Big Poe x 3	x	x
Digging Mitts II	Impa's Hair Band x 1	Wizzro's Robe x 1	Essence of Icy Big Poe x 3
Digging Mitts III	Impa's Breast Plate x 1	Wizzro's Robe x 2	Icy Big Poe's Talisman x 3
Kokiri Sword I	Rock x 1	x	x
Kokiri Sword II	Dinolfos Fang x 1	Rock x 1	x
Kokiri Sword III	Shield-Moblin Helmet x 1	Rock x 1	x
Kokiri Sword IV	Goron Armor Breastplate x 1	Rock x 1	x
Hover Boots I	Essence of Icy Big Poe x 2	x	x
Hover Boots II	Impa's Hair Band x 1	Wizzro's Robe x 1	Essence of Icy Big Poe x 3
Hover Boots III	Impa's Breast Plate x 1	Wizzro's Robe x 2	Icy Big Poe's Talisman x 3
Din's Fire I	Dinolfos Fang x 1	Rock x 1	
Din's Fire II	Goron Armor Breastplate x 1	Rock x 1	x
Din's Fire III	Impa's Breast Plate x 1	Wizzro's Robe x 2	Icy Big Poe's Talisman x 3
Fierce Diety's Mask I	Goron Armor Breastplate x 1	Rock x 1	
Fierce Diety's Mask II	Impa's Breast Plate x 1	Wizzro's Robe x 2	Icy Big Poe's Talisman x 3

Defense Badges

Badge Name	Material 1	Material 2	Material 3
Hornet Larvae I	Essence of Icy Big Poe x 1	x	x
Hornet Larvae II	Impa's Hair Band x 1	Wizzro's Robe x 1	Essence of Icy Big Poe x 3
Hornet Larvae III	Wizzro's Ring x 1	Impa's Hair Band x 2	Icy Big Poe's Talisman x 2
Nayru's Love I	Essence of Icy Big Poe x 3	x	x
Nayru's Love II	Impa's Hair Band x 1	Wizzro's Robe x 1	Essence of Icy Big Poe x 3
Nayru's Love III	Wizzro's Ring x 1	Impa's Hair Band x 2	Icy Big Poe's Talisman x 2
Empty Bottle I	Monster Tooth x 1	x	x
Empty Bottle II	Goron Armor Breastplate x 1	Monster Tooth x 1	x
Empty Bottle III	Wizzro's Ring x 1	Impa's Hair Band x 2	Icy Big Poe's Talisman x 2
Goron Tunic I	Essence of Icy Big Poe x 2	x	x
Goron Tunic II	Impa's Hair Band x 1	Wizzro's Robe x 1	Essence of Icy Big Poe x 3
Goron Tunic III	Wizzro's Ring x 1	Impa's Hair Band x 2	Icy Big Poe's Talisman x 2
Zora Tunic I	Essence of Icy Big Poe x 2	x	x
Zora Tunic II	Impa's Hair Band x 1	Wizzro's Robe x 1	Essence of Icy Big Poe x 3
Zora Tunic III	Wizzro's Ring x 1	Impa's Hair Band x 2	Icy Big Poe's Talisman x 2
Magic Armor I	Essence of Icy Big Poe x 2	x	x
Magic Armor II	Impa's Hair Band x 1	Wizzro's Robe x 1	Essence of Icy Big Poe x 3
Magic Armor III	Wizzro's Ring x 1	Impa's Hair Band x 2	Icy Big Poe's Talisman x 2
Sacred Shield I	Essence of Icy Big Poe x 2	x	x
Sacred Shield II	Impa's Hair Band x 1	Wizzro's Robe x 1	Essence of Icy Big Poe x 3
Sacred Shield III	Wizzro's Ring x 1	Impa's Hair Band x 2	Icy Big Poe's Talisman x 2
Mirror Shield I	Essence of Icy Big Poe x 2	x	x
Mirror Shield II	Impa's Hair Band x 1	Wizzro's Robe x 1	Essence of Icy Big Poe x 3
Mirror Shield III	Wizzro's Ring x 1	Impa's Hair Band x 2	Icy Big Poe's Talisman x 2

Assist Badges

Badge Name	Material 1	Material 2	Material 3
Farore's Wind I	Metal Plate x 1	x	x
Farore's Wind II	mpa's Hair Band x 1	Wizzro's Robe x 1	Essence of Icy Big Poe x 3
Farore's Wind III	Impa's Breastplate x 1	Impa's Hair Band x 2	Icy Big Poe's Talisman x 2
Goron's Bracelet I	Essence of Icy Big Poe x 2	x	x
Goron's Bracelet II	Impa's Breastplate x 1	Impa's Hair Band x 2	Icy Big Poe's Talisman x 2
Hawkeye I	Essence of Icy Big Poe x 2	x	x
Hawkeye II	Impa's Breastplate x 1	Impa's Hair Band x 2	Icy Big Poe's Talisman x 2
Beetle I	Essence of Icy Big Poe x 2	x	x
Beetle II	Impa's Breastplate x 1	Impa's Hair Band x 2	Icy Big Poe's Talisman x 2
Whip I	Essence of Icy Big Poe x 2	x	x
Whip IIImpa's Breastplate x 1	Impa's Hair Band x 2	Icy Big Poe's Talisman x 2	x

Badges

Fi

Attack Badges

Badge Name	Material 1	Material 2	Material 3
Stamina Fruit I	Moblin Flank x 1	x	x
Stamina Fruit II	Ghirahim's Sash x 1	The Imprisoned's Scales x 1	Moblin Flank x 3
Stamina Fruit III	Ghirahim's Cape x 1	The Imprisoned's Scales x 2	Moblin Spear x 2
Digging Mitts I	Moblin Flank x 3	x	x
Digging Mitts II	Ghirahim's Sash x 1	The Imprisoned's Scales x 1	Moblin Flank x 3
Digging Mitts III	Ghirahim's Cape x 1	The Imprisoned's Scales x 2	Moblin Spear x 2
Kokiri Sword I	Monster Tooth x 1	x	x
Kokiri Sword II	Moblin Flank x 1	Monster Tooth x 1	x
Kokiri Sword III	Aeralfos Leather x 1	Monster Tooth x 1	x
Kokiri Sword IV	Hylian Captain Gauntlet x 1	Monster Tooth x 1	x
Hover Boots I	Moblin Flank x 2	x	x
Hover Boots II	Ghirahim's Sash x 1	The Imprisoned's Scales x 1	Moblin Flank x 3
Hover Boots III	Ghirahim's Cape x 1	The Imprisoned's Scales x 2	Moblin Spear x 2
Din's Fire I	Aeralfos Leather x 1	Monster Tooth x 1	x
Din's Fire II	Hylian Captain Gauntlet x 1	Monster Tooth x 1	x
Din's Fire III	Ghirahim's Cape x 1	The Imprisoned's Scales x 2	Moblin Spear x 2
Fierce Diety's Mask I	Aeralfos Leather x 1	Monster Tooth x 1	x
Fierce Diety's Mask II	Ghirahim's Cape x 1	The Imprisoned's Scales x 2	Moblin Spear x 2

Defense Badges

Badge Name	Material 1	Material 2	Material 3
Hornet Larvae I	Moblin Flank x 1	x	x
Hornet Larvae II	Ghirahim's Sash x 1	The Imprisoned's Scales x 1	Moblin Flank x 3
Hornet Larvae III	The Imprisoned's Pillar x 1	Ghirahim's Sash x 2	Moblin Spear x 2
Nayru's Love I	Moblin Flank x 3	x	x
Nayru's Love II	Ghirahim's Sash x 1	The Imprisoned's Scales x 1	Moblin Flank x 3
Nayru's Love III	The Imprisoned's Pillar x 1	Ghirahim's Sash x 2	Moblin Spear x 2
Empty Bottle I	Old Rag x 1	x	x
Empty Bottle II	Hylian Captain Gauntlet x 1	Old Rag x 1	x
Empty Bottle III	The Imprisoned's Pillar x 1	Ghirahim's Sash x 2	Moblin Spear x 2
Goron Tunic I	Moblin Flank x 2	x	x
Goron Tunic II	Ghirahim's Sash x 1	The Imprisoned's Scales x 1	Moblin Flank x 3
Goron Tunic III	The Imprisoned's Pillar x 1	Ghirahim's Sash x 2	Moblin Spear x 2
Zora Tunic I	Moblin Flank x 2	x	x
Zora Tunic II	Ghirahim's Sash x 1	The Imprisoned's Scales x 1	Moblin Flank x 3
Zora Tunic III	The Imprisoned's Pillar x 1	Ghirahim's Sash x 2	Moblin Spear x 2
Magic Armor I	Moblin Flank x 2	x	x
Magic Armor II	Ghirahim's Sash x 1	The Imprisoned's Scales x 1	Moblin Flank x 3
Magic Armor III	The Imprisoned's Pillar x 1	Ghirahim's Sash x 2	Moblin Spear x 2
Sacred Shield I	Moblin Flank x 2	x	x
Sacred Shield II	Ghirahim's Sash x 1	The Imprisoned's Scales x 1	Moblin Flank x 3
Sacred Shield III	The Imprisoned's Pillar x 1	Ghirahim's Sash x 2	Moblin Spear x 2
Mirror Shield I	Moblin Flank x 2	x	x
Mirror Shield II	Ghirahim's Sash x 1	The Imprisoned's Scales x 1	Moblin Flank x 3
Mirror Shield III	The Imprisoned's Pillar x 1	Ghirahim's Sash x 2	Moblin Spear x 2

Assist Badges

Badge Name	Material 1	Material 2	Material 3
Farore's Wind I	Metal Plate x 1	x	x
Farore's Wind II	Ghirahim's Sash x 1	The Imprisoned's Scales x 1	Moblin Flank x 3
Farore's Wind III	Ghirahim's Cape x 1	Ghirahim's Sash x 2	Moblin Spear x 2
Goron's Bracelet I	Moblin Flank x 2	x	x
Goron's Bracelet II	Ghirahim's Cape x 1	Ghirahim's Sash x 2	Moblin Spear x 2
Hawkeye I	Moblin Flank x 2	x	x
Hawkeye II	Ghirahim's Cape x 1	Ghirahim's Sash x 2	Moblin Spear x 2
Beetle I	Moblin Flank x 2	x	x
Beetle II	Ghirahim's Cape x 1	Ghirahim's Sash x 2	Moblin Spear x 2
Whip I	Moblin Flank x 2	x	x
Whip II	Ghirahim's Cape x 1	Ghirahim's Sash x 2	Moblin Spear x 2

Badges

Ghirahim

Attack Badges

Badge Name	Material 1	Material 2	Material 3
Stamina Fruit I	Moblin Flank x 1	x	x
Stamina Fruit II	Fi's Heels x 1	Volga's Helmet x 1	Moblin Flank x 3
Stamina Fruit III	Fi's Crystal x 1	Volga's Helmet x 2	Moblin Spear x 2
Digging Mitts I	Moblin Flank x 3	x	x
Digging Mitts II	Fi's Heels x 1	Volga's Helmet x 1	Moblin Flank x 3
Digging Mitts III	Fi's Crystal x 1	Volga's Helmet x 2	Moblin Spear x 2
Kokiri Sword I	Soldier's Uniform x 1	x	x
Kokiri Sword II	Lizalfos Scale x 1	Soldier's Uniform x 1	x
Kokiri Sword III	ReDead Bandage x 1	Soldier's Uniform x 1	x
Kokiri Sword IV	Hylian Captain Gauntlet x 1	Soldier's Uniform x 1	x
Hover Boots I	Moblin Flank x 2	x	x
Hover Boots II	Fi's Heels x 1	Volga's Helmet x 1	Moblin Flank x 3
Hover Boots III	Fi's Crystal x 1	Volga's Helmet x 2	Moblin Spear x 2
Din's Fire I	Dinolfos Fang x 1	Soldier's Uniform x 1	x
Din's Fire II	Goron Armor Breastplate x 1	Soldier's Uniform x 1	x
Din's Fire III	Fi's Crystal x 1	Volga's Helmet x 2	Moblin Spear x 2
Fierce Diety's Mask I	Lizalfos Scale x 1	Soldier's Uniform x 1	x
Fierce Diety's Mask II	Fi's Crystal x 1	Volga's Helmet x 2	Moblin Spear x 2

Defense Badges

Badge Name	Material 1	Material 2	Material 3
Hornet Larvae I	Moblin Flank x 1	x	x
Hornet Larvae II	Fi's Heels x 1	Volga's Helmet x 1	Moblin Flank x 3
Hornet Larvae III	Volga's Dragon Spear x 1	Fi's Heels x 2	Moblin Spear x 2
Nayru's Love I	Moblin Flank x 3	x	x
Nayru's Love II	Fi's Heels x 1	Volga's Helmet x 1	Moblin Flank x 3
Nayru's Love III	Volga's Dragon Spear x 1	Fi's Heels x 2	Moblin Spear x 2
Empty Bottle I	Metal Plate x 1	x	x
Empty Bottle II	Hylian Captain Gauntlet x 1	Metal Plate x 1	x
Empty Bottle III	Volga's Dragon Spear x 1	Fi's Heels x 2	Moblin Spear x 2
Goron Tunic I	Moblin Flank x 2	x	x
Goron Tunic II	Fi's Heels x 1	Volga's Helmet x 1	Moblin Flank x 3
Goron Tunic III	Volga's Dragon Spear x 1	Fi's Heels x 2	Moblin Spear x 2
Zora Tunic I	Moblin Flank x 2	x	x
Zora Tunic II	Fi's Heels x 1	Volga's Helmet x 1	Moblin Flank x 3
Zora Tunic III	Volga's Dragon Spear x 1	Fi's Heels x 2	Moblin Spear x 2
Magic Armor I	Moblin Flank x 2	x	x
Magic Armor II	Fi's Heels x 1	Volga's Helmet x 1	Moblin Flank x 3
Magic Armor III	Volga's Dragon Spear x 1	Fi's Heels x 2	Moblin Spear x 2
Sacred Shield I	Moblin Flank x 2	x	x
Sacred Shield II	Fi's Heels x 1	Volga's Helmet x 1	Moblin Flank x 3
Sacred Shield III	Volga's Dragon Spear x 1	Fi's Heels x 2	Moblin Spear x 2
Mirror Shield I	Moblin Flank x 2	x	x
Mirror Shield II	Fi's Heels x 1	Volga's Helmet x 1	Moblin Flank x 3
Mirror Shield III	Volga's Dragon Spear x 1	Fi's Heels x 2	Moblin Spear x 2

Assist Badges

Badge Name	Material 1	Material 2	Material 3
Farore's Wind I	Monster Tooth x 1	x	x
Farore's Wind II	Fi's Heels x 1	Volga's Helmet x 1	Moblin Flank x 3
Farore's Wind III	Fi's Crystal x 1	Fi's Heels x 2	Moblin Spear x 2
Goron's Bracelet I	Moblin Flank x 2	x	x
Goron's Bracelet II	Fi's Crystal x 1	Fi's Heels x 2	Moblin Spear x 2
Hawkeye I	Moblin Flank x 2	x	
Hawkeye II	Fi's Crystal x 1	Fi's Heels x 2	Moblin Spear x 2
Beetle I	Moblin Flank x 2	x	x
Beetle II	Fi's Crystal x 1	Fi's Heels x 2	Moblin Spear x 2
Whip I	Moblin Flank x 2	x	x
Whip II	Fi's Crystal x 1	Fi's Heels x 2	Moblin Spear x 2